



COMMAND & CONQUER

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"We have waited centuries for this moment.
The rivers will flow with the blood of those who oppose us."

-- Kane, suspected leader of the
Brotherhood of Nod

(Global Net Interpol, file #GEN4:16)



THE BROTHERHOOD OF NOD

Commonly, The Brotherhood, The Ways of Nod, Sha'el-Seer among the tribes of Godan; see INTERPOL File ARK936, Aliases of the Brotherhood, for more.

FOUNDED: Date unknown: exaggerated reports place the Brotherhood's founding before 1,800 BC

IDEOLOGY: To unite third-world nations under a pseudo-religious political platform with imperialist tendencies. In actuality it is an aggressive and popular neo-fascist, anti-West movement vying for total domination of the world's peoples and resources. Operates under the popular mantra, "Brotherhood, unity, peace".

CURRENT HEAD OF STATE: Kane; also known as Caine, Jacob (INTERPOL, File TRX11-12Q); al-Quayym, Amir (MI6 DR-416.52)

BASE OF OPERATIONS: Global. Command posts previously identified at Kuantan, Malaysia; somewhere in Ar-Rub' al-Khali, Saudi Arabia; Tokyo; Caen, France.

MILITARY STRENGTH: Previously believed only to be a smaller terrorist operations, a recent scandal involving United States defense contractors confirms that the Brotherhood is well-equipped and supports significant land, sea, and air military operations.

ECONOMIC STRENGTH: Considerable operating assets believed to be in excess of US\$255.2 billion, based on audits of seized financial records (see CIA Docket 3231.54-776 FIA).

POLITICAL STRENGTH: Believed to be the sole backers of the Fist of Allah party in Jordan (52%); United We Stand America party in the United States (12%); Albion First! party in the United Kingdom (25+%), among others. (See Brookings Institution publication A42962-94 for full disclosure.)

AFFILIATIONS: Irish Republican Party; Islamic Jihad; Khmer Rouge; others. (See document: Brotherhood of Nod Splinter Groups.)

SEE ALSO: Mobius, Dr. R.H.; terrorist activities; United States Global Defense Act; Report of World Energy Radical Redistribution, US Congressional Report, 1994, File XXY22.



GLOBAL DEFENSE INITIATIVE

Commonly, GDI. Before 1990, known as Special Operations Group Echo, Black Ops 9.

FOUNDED: 12 October 1995, in accordance with the United Nations Global Defense Act (UNGDA)

IDEOLOGY: To enforce the United Nations Global Defense Act and uphold the ideals as outlined in the United Nations Charter.

CURRENT HEAD OF STATE: Brigadier General Mark Jamison Shepherd, Chief of Staff, United Nations Military Command.

BASE OF OPERATIONS: United Nations Military Command Center, location CLASSIFIED.

MILITARY STRENGTH: Within parameters of the UNGDA, Article V, Section 3A, Paragraph 12.

ECONOMIC STRENGTH: Funded by United Nations and various national governments, public organizations, and private enterprise.

POLITICAL STRENGTH: Not applicable: operates within parameters of the UNGDA and under the orders of the United Nations Security Council.

AFFILIATIONS: United Nations.

SEE ALSO: Shepherd, M.J.; United Nations, 1995 to present; United Nations Global Defense Act, 1995; Mobius, Dr. R.H.



System Requirements

An IBM or 100% compatible computer with Pentium CPU required

Windows '95® or Windows 98® required

8MB of RAM (16MB strongly recommended)

Digital Audio via Windows '95-supported Sound Cards

Double-speed CD-ROM or faster

40MB free Hard Drive space

14.4 (28.8 recommended) modem for modem play

IPX network for Local Area Network play

Keyboard

Mouse

1MB PCI or local bus video accelerator card (ISA video cards not supported)

Internet Requirements

28.8 modem or direct Internet connection

A valid account with an Internet service provider (ISP) and a valid Internet e-mail address

Winsock 1.1 compliant TCP/IP stack

8MB RAM (16MB *strongly* recommended)

Command & Conquer supports Westwood's DDA™ (Direct Digital Audio). DDA provides 100% digital audio, giving you premium quality music and sound. With DDA, PC audio is no longer restricted to FM or General MIDI limitations.



Setup & Installation

Insert any C&C95 CD into the CD-ROM drive.

Command & Conquer for Windows '95 uses the "Windows '95 Autoplay" feature to present you with installation and gameplay options as appropriate. Inserting any C&C95 CD into your CD-ROM drive should cause the Autoplay dialog to appear. If you have not installed C&C95 before you will be presented with an INSTALL option from this dialog. Click this and follow the onscreen instructions.

In the event that the "Windows '95 Autoplay" feature does not work on your system, you should install the product by clicking on the START button on the Windows '95 taskbar, located in the lower left-hand corner of the screen. Click RUN..., type "D:\SETUP" (where D is the letter that designates your CD-ROM drive), and then click the OK button. Please follow the onscreen instructions which appear.

Once Setup is complete, you will be returned to Windows where a Westwood program group containing icons for C&C95 and the Setup program will be added to the Start menu. By default, C&C95 is installed into a directory named C:\WESTWOOD\C&C95.

Loading Instructions

Insert any C&C CD into the CD-ROM drive.

C&C95 uses the "Windows 95 Autoplay" feature to present you with installation and gameplay options as appropriate. Inserting any C&C95 CD into your CD-ROM drive should cause the Autoplay dialog to appear. If you have previously installed C&C95 you will be presented with a PLAY option from this dialog. Click this to launch the game. The Introduction to the Game will follow.

Alternatively, C&C95 can be launched by clicking the START button on the Windows 95 taskbar, clicking PROGRAMS, then WESTWOOD, and then clicking "COMMAND & CONQUER WINDOWS '95 EDITION".



Starting the Game

If you have never played Command & Conquer before, be sure to read the Tutorial on pages 70 and 79.

CHOOSING YOUR SIDE: GDI OR THE BROTHERHOOD OF NOD

Near the end of the introduction, you are asked to choose a side to ally with. One is GDI—the United Nations' Global Defense Initiative peacekeeping force. The other is The Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries... until now. Choose whichever one suits your tastes by left clicking on the logo of the appropriate side.

If you choose the Brotherhood, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.



GDI



Title Screen menu



Nod

Title Screen Menu

When you start the game for the first time, you'll be treated to C&C95's spectacular introduction. In subsequent games, you'll be taken directly to the Title Screen menu:

START NEW GAME

To start a new game, choose this option. You'll go straight to the screen for choosing your side. When starting a new game, the introduction is not shown again.

INTERNET

If you'd like to play an Internet game, choose this option. (See page 22 for more information.)

LOAD A MISSION

If you want to play a previously saved mission, choose this option. (See page 19 for saving missions.)



Load Mission screen

Load Mission screen

From this Load Mission screen, click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left click on LOAD.

MULTIPLAYER GAME

This option allows you to select a multiplayer network game (if detected) or serial game (null modem or modem). See the Multiplayer Game section (page 22) for more details.

INTRO & SNEAK PEAK

If you want to see the introduction again, select this option.

EXIT GAME

Select this option to exit back to the Windows 95 desktop.

Playing the Game

SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a white solid arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a slash will appear over the arrow indicating that this is as far as you can go.



Scroll arrows



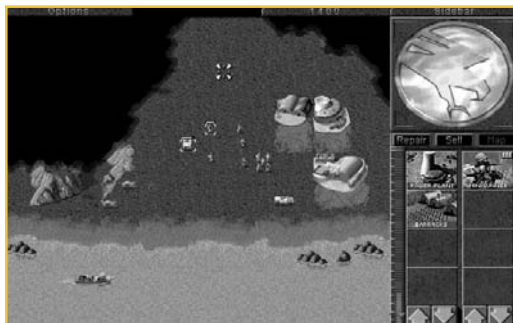
Can't Scroll arrows



ORDERING YOUR TROOPS AROUND

To get your troops to act, select a unit by left clicking on it. A bracket will appear around the selected unit and the unit's health will be displayed above the unit. Move the cursor to the location on the game map where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Left clicking here will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassible (i.e. a cliff or trees).

To cancel out of this mode (or any mode), right click and the unit will be deselected.



Main Game screen

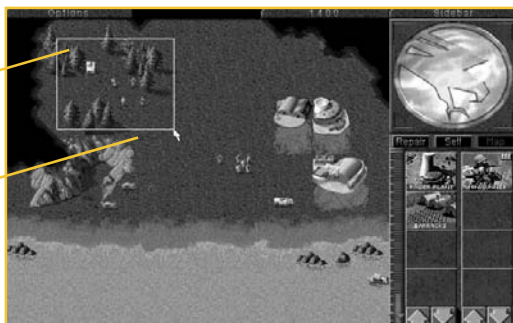
Selection
cursorTargeting
cursorMovement
cursor

Group Activities

To save time, you can combine your troops into groups. To select several units simultaneously, left click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Then, release the mouse button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.

Left click and hold
button down,

then drag the
cursor to include
desired units



Selecting many units at once

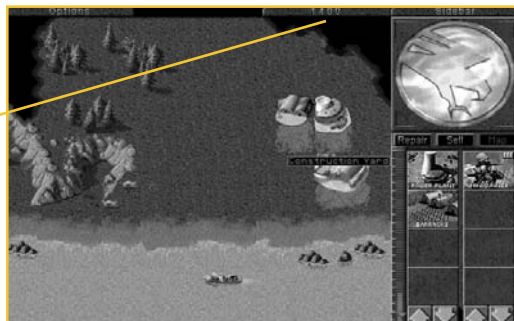
Sidebar

From the Main Game screen, the Sidebar may be opened by left clicking the sidebar button in the upper right corner. If you have a Construction Yard, or, if you deploy an MCV, the Sidebar will open automatically. Click on the Sidebar once more to close it.

From the Sidebar, you can build units and buildings by left clicking on the corresponding icons. The sidebar will also show you a radar map of the area (if you have radar stations) and also tells you how much power your base is producing vs. how much it needs.



Credits



Sidebar open

Credit Indicator

To the left of the sidebar, and above the main game screen is the amount of credits you may spend. This indicator keeps track of the amount of money you have available to build structures and units. Your total credits will decrease as you build or repair units and structures. Credits will increase when a building is sold or when a harvester unloads Tiberium at a refinery.

Production vs. Non-Production Missions

There are two types of missions: production and non-production. In production missions, you are given either a construction site or a Mobile Construction Vehicle (MCV).

In non-production missions, you must finish the mission with units you begin with. (This may sometimes lead to production situations. For instance, if you begin with an engineer unit and manage to capture an enemy production structure, then the mission type may change.)

Building Things

Critical to the success of many missions is constructing your own field base, and constantly maintaining and defending this base during combat. A strong base is often necessary to win.



Deploying your MCV

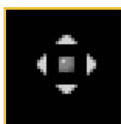


Construction Yard complete

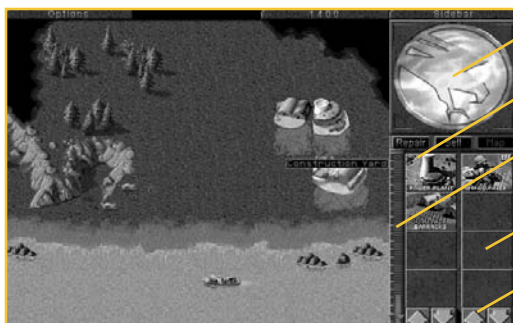
To begin building your base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Left click on the MCV and move it to where you want the Construction Yard to be placed. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, left click to deploy the MCV, and it'll turn into a Construction Yard.



MCV

Deploy
cursorConstruction
Yard

Once the Construction Yard is set up, the Sidebar will pop up. In the upper portion of the Sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display, when you've built a Radar Facility and have enough power to support it.



Your side

Building icons

Power bar

Unit icons

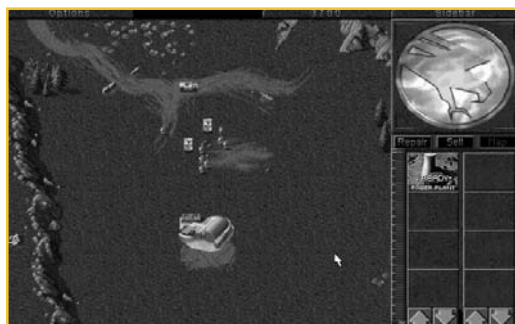
Scroll buttons

Below the radar display is a row of three buttons. These are the REPAIR, SELL, and MAP buttons. Each of the buttons has a specific game function that is discussed later in this section.

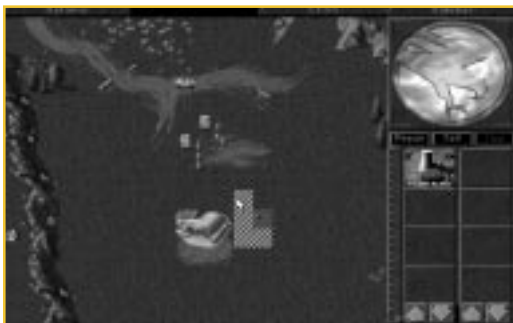
Underneath the REPAIR, SELL, and MAP buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through these when there are more than four available.

**Choosing a structure in the Sidebar**

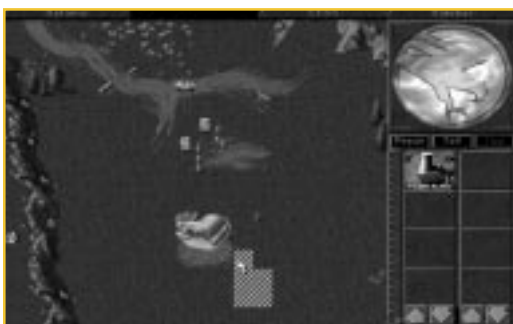
To build a structure or unit, left click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping arc over the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one unit and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build, buy, or train it.

**Ready to place****Placement Grid**

To place a completed structure, first select a structure and left click on it. Once construction is completed, the word **READY** will appear across the bottom of the icon in the Sidebar. Left click on the icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the field. Move the grid to where you want the building placed. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building. Once you've found a suitable location, left click and the building will be placed where you indicated. Your new building must be adjacent to one of your existing structures or the entire placement grid will be red.

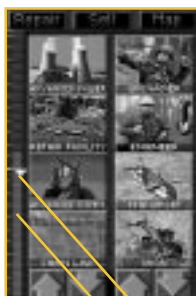


Area blocked



Area clear!

While there is a grid on the field, you will not be able to build anything else. You'll have to either place the building or cancel its placement. To cancel, right click while the placement grid is still up. The grid will disappear, and READY will appear on the building icon (in the sidebar) again. Right clicking again on the icon in the Sidebar will cancel the building and refund your credits.



Power
production
Blue "threshold" bar

Power

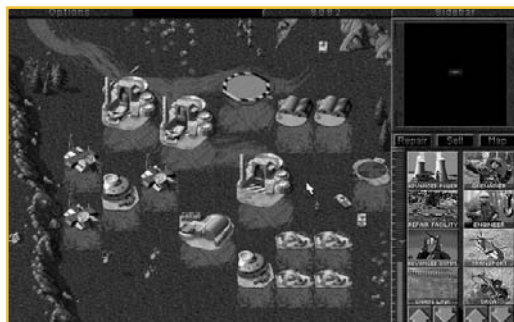
To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your power bar—keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much power you are using is very important.

The blue "threshold" bar shows how much power your base (and all its structures) needs to function optimally, while the vertical power production bar shows how much power your base is producing. If the vertical power production bar is yellow or red, your base doesn't have enough power! If it's green, your base has enough power to run all the structures you have built.

Lack of full power will cause construction to go slower, and will also shut down radar (if it was built), as well as deactivating some of the



high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that are tough to destroy. Without power, the enemy is denied information, quick response time, and base defense.



Low power

The output of any power plant depends on how well it is functioning. Make sure to keep all of your Power Plants fully repaired, or you may find yourself losing power at an inopportune moment. Build an extra power plant or two to be safe.

Creating Additional Units

If you have a Construction Yard and enough credits, build a Power Plant and then build a Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troops you can train will be limited. As you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.



Ready to build barracks (Hand of Nod)



Infantry

With Hand of Nod built, now you can train infantry

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, Attack Cycles, Dune Buggies, and eventually, Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.



Vehicles

Tanks

Airfield built: Now you can order vehicles and tanks

Tiberium and Harvesting

In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a Refinery and a Harvester. Every Refinery that you build comes with a Harvester, and you can build extra ones if you want to collect Tiberium faster. Once construction of the Refinery is complete, place it in a clearing. The closer the Refinery is to Tiberium, the faster you will make additional credits.



Building a refinery

When the Refinery is built, a Harvester will appear with it. The Harvester will move to the nearest patch of Tiberium visible on your map, and proceed to harvest it. The Harvester will try to remember where it was collecting from, and after dumping all of the collected Tiberium into the Refinery, it will attempt to return to the Tiberium patch and continue harvesting from it. This process is automatic, but can be interrupted by you at any time by redirecting the Harvester to another location or by any obstacles which get in the way.



Getting your harvester

If there is no visible Tiberium around when you place your Refinery, the Harvester will appear, but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the Harvester by left clicking on it, and then move the cursor over the Tiberium. You will see it change to an Attack cursor. Since the Harvester doesn't have a weapon, this cursor tells it to start harvesting. Left click again, and the Harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.



Telling your harvester where to harvest



Automatic harvesting has begun



Enter cursor

You can force the Harvester to return to the Refinery early. To do this, left click on the Harvester, move your cursor over the Refinery, and left click on the Refinery when the cursor changes into an Enter cursor. If the Enter cursor does not appear, this means there is a Harvester already on its way back to this particular Refinery. Select another Refinery or wait until the returning Harvester has delivered its load.

NOTE: If you move the Harvester somewhere, and do not tell it to collect Tiberium, it won't. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you have a Refinery, a Harvester and Tiberium in sight.

KEEP AN EYE ON YOUR HARVESTER! There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Tiberium. It is the weakest link in your financial operations—remember to protect it with additional units to keep it safe!

Managing Your Money

Always be sure your base has enough storage space for excess Tiberium. Your Refinery can only hold 1000 credits worth of Tiberium, but a Silo can hold up to 1500 credits worth. If you don't have enough storage space, any new credits brought in by your Harvester will be lost!

Loading Units Into Transports

Some units are capable of carrying infantry. These are the APC and the Chinook, each of which can carry five infantry. To load infantry into these units, select a group (or individual), and then move the cursor over the APC or Chinook. This should give you the Enter cursor. Click on the APC or Chinook, and the troops will move to, then enter the unit. You can then click on the APC or Chinook and move them to any area you wish. To deploy these troops, move the cursor over the unit. (This should give you a Deploy cursor.) Double click on the unit and your troops will leave the unit, ready for fighting.



Capturing Enemy Buildings

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, left click on the Engineer and place the cursor over an enemy building.

Some buildings cannot be captured. If it is one you can take, you will see an Enter cursor. Left click if you want the engineer to try and capture the building. If you are successful, the color of the building you targeted will change to the color of your side.

This building is now part of your base. You can build base structures around it, or sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!



Repairing Structures

To repair a damaged building and keep it operating at full efficiency, left click on the REPAIR button in the Sidebar. The mouse cursor will turn into a Wrench.

Left click the Wrench on the building you want repaired. Repair will begin immediately, indicated by a large, blinking wrench. The cost of repair will be deducted from your account automatically. Several buildings can be repaired simultaneously by left clicking the spinning wrench on them.

If you wish to stop the repair process on a structure, left click the Wrench icon on the building under repair. If you run out of credits while repairing, the repair process will cease. The repair process will not start up again if you get more credits—you must start the process again. Right click when you want to cancel out of Repair mode.



Selling Structures

To sell a building, left click on the SELL button in the Sidebar. The mouse cursor will turn into a \$ sign. Left click on the building you want to sell. It will be deconstructed, and you'll be credited half of the structure's original cost.

BE CAREFUL! As long as the cursor is in \$ mode, any building you left click on will be deconstructed and sold! To cancel out of \$ mode, right click.



Check-Up

To check the health status of a unit or structure, select it by left clicking on it when the cursor is in Select mode (deselect with a right click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. This will affect the speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it.

Some units (APCs, Harvesters, Orcas, Apaches) and some structures (Refineries, Silos) have a carrying capacity or a limited ammo supply, indicated by a series of tiny boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

Options

Choosing the Options mode will stop all the action on the field while you adjust your visual, audio, and game controls. To access the Options Menu, left click on the OPTIONS tab in the upper left-hand corner of the screen. You can also hit the ESC key or Spacebar.

LOAD MISSION

Select LOAD MISSION from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.



Choose Load Mission from the Options menu



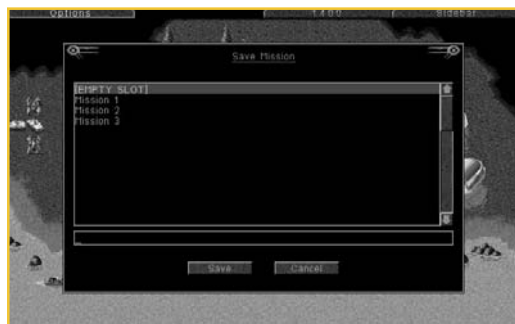
Load Mission menu

Left click on the up or down arrow to scroll through your saved games. Then left click on LOAD to load the selected game. If you wish to leave this screen without loading a game, left click on CANCEL.

SAVE MISSION

Select SAVE MISSION from the Options menu when you want to save the mission you're currently playing.

In the Save Mission menu, choose the saved mission slot you wish to use. If you save a game over a slot already used, you'll overwrite the selected game. If you want to save into a new slot, choose [Empty Slot] and name your mission. The number of saved games available depends on your hard drive space. If you're out of room, [Empty Slot] won't appear: You'll have to save over a previously saved game or delete some games.



Save Mission menu

Left click on the up or down arrow to scroll through your saved games. Then left click on SAVE to save the selected game.

If you wish to leave this screen without saving a game, left click on CANCEL.

DELETE MISSION

Select DELETE MISSION from the Options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

In the Delete Mission menu, choose the mission you want to get rid of by left clicking on it. Then left click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left click on OK. If not, left click on CANCEL.

ABORT MISSION

Select ABORT MISSION if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure.

GAME CONTROLS



Game Controls

Sound Controls

Select GAME CONTROLS, then SOUND CONTROLS, to adjust the volume of the music or sound effects, or to change the song currently playing.



Sound Controls

To control the volume of music or sound effects, drag the knob left or right. Going right will make that audio track louder. Going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

Music

To hear a new song, left click on any track (as shown above) and then left click on the PLAY button. To stop a song from playing, left click on the STOP button.

Clicking the OPTIONS MENU button at the bottom of the menu will return you to the Options Menu, saving any changes you have made in the Sound Controls panel.



Visual Controls



Visual Controls gives you display options. To adjust any of the controls, drag the control knob left or right. Going right increases a setting. Going left decreases a setting.

You can reset the Visual Controls to their default normal settings by clicking the RESET VALUES button.

Click on the OPTIONS MENU button to return to the Options Menu. The changes made in the Visual Controls take immediate effect.

RESUME

left click on RESUME to get back to the main game.

RESTATE

left click on RESTATE if you forget what your mission objective is. This will display a text version of the mission's objectives. If you want to see the video of the briefing again, left click on the VIDEO button. When you are ready to go back to the Options Menu, left click on the OPTIONS button.



Multiplayer Game

C&C95 supports several different types of multiplayer support, each of which is described in this section.

MULTIPLAYER GAME OPTIONS

When playing a multiplayer game, the game host (the player who starts the game session) can choose several game settings:

-
- Credits ■ Credits each player begins with.
 - Bases ■ Enables/disables production and building bases.
 - Crates ■ Enables/disables weapon pick-ups and bonuses.
 - Tiberium ■ Enables/disables Tiberium growth.
 - AI Players ■ This activates the non-human players and lets the computer play any extra side for a total of 4 players.
-

INTERNET GAME

C&C95 supports Head-to-Head play over the Internet right out of the box.

In order to play in Internet Head-to-Head mode, make sure you have the following:

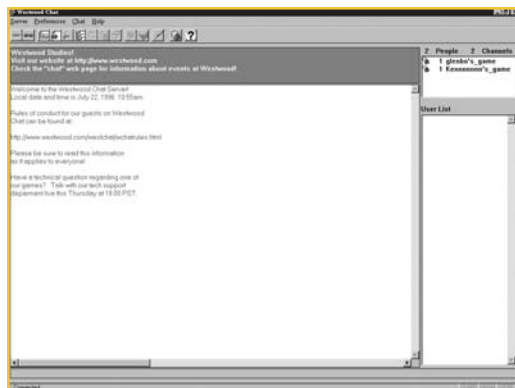
1. 28.8 (minimum) modem, ISDN or direct connection to the Internet.
2. Winsock 1.1 compliant TCP/IP stack (included in Windows 95).
3. A valid account with an Internet service provider (ISP) and a valid Internet e-mail address
4. 16 MB of RAM strongly recommended.

C&C95 will attempt to connect to your Internet provider if your system is configured correctly. If you are in any doubt, you can initiate your Internet connection prior to loading C&C95.

WESTWOOD ONLINE

From the Title menu, select Internet. If you have previously registered your copy of C&C95 with Westwood Studios and signed up for an account, the Westwood Online window will open and you'll be prompted for your user name and password. If you haven't already registered, you'll be taken step by step through the registration process. Once you've registered and chosen your user name you'll receive your Westwood Online password via e-mail within a few minutes.

Once at the Westwood Online window you can join various chat "channels" or "rooms" to talk about C&C95 and other topics with other people around the world. You can also host or join a game of C&C95 in Head-to-Head mode over the Internet.



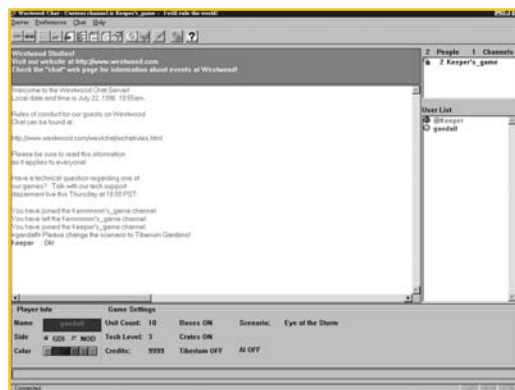
Main Chat window

The main chat window has a scrolling message area (your outgoing messages and incoming messages from other people appear here), a channel (or "room") list, a user list and a typing area. Once you've joined a channel (by double clicking on its name in the channel list) the user list changes to show the user names of other users in that channel.



Joining Internet Head-to-Head Game

Open games are denoted by a C&C icon in the channel list window. Other channels may be chat channels or other types of games. To join an open C&C95 game, simply double click on its name in the window.



Join Internet Head-to-Head Game window

Once you have joined an open game you'll see the familiar channels list, message area, typing area and user list, along with a game options area. As a joiner you can only select the side you want to play and color; instead you can type messages to the host requesting that other options be changed. If at any time you are not happy with the options you can simply leave the channel. Once you are happy with the game options, indicate this to the host and he can then go ahead and start the game. Once the host clicks on the START THE GAME! button, C&C95 will automatically start.



Host Internet Head-to-Head Game window

If you'd prefer to be in the driver's seat, you can choose to host a C&C95 game. To do this, click on the C&C95 icon in the tool bar. This will bring up a dialog where you can specify a description for your game. Clicking OK in this dialog will create a new game for others to join. As the host, it is up to you to select the game options (scenario, credits, tech-level, etc). Your opponent may send you messages requesting various options are changed. You should change the appropriate settings if you agree—otherwise you'll have to debate the options! Once you have both agreed on the game settings, as host, you can start the game by clicking on the "Start the Game!" button. C&C95 will automatically start.

Once the game is under way you can send messages to your opponent by hitting the F1 key.

When the game is over, both you and your opponent will be returned to the Westwood Online window for post-battle debate.

Local Area Network Game (IPX)

C&C95 supports up to four players per game on a local area network (LAN) using the IPX protocol. You must have an IPX compatible network protocol bound to your network adapter card. This setting can be found in the Windows 95 "Network" control panel. If you are in any doubt ask your network administrator to install the correct drivers on your workstation.

C&C95 works better if all multiplayer game participants are connected on the same local network without routers and bridges so that IPX packets have a direct path between systems. This will also ensure minimal load on other network components (such as servers and routers) when a multiplayer game is in progress.

LAN GAME PRELIMINARIES

C&C95 supports an unlimited number of games over one network socket. Westwood Studios uses a registered socket that other software cannot officially use and under normal circumstances you should never need to change this; however if you are experiencing difficulty playing C&C95 over a local network it may be because other software is using our socket.

To resolve this, you can change the socket that C&C95 will use to connect by running the "Command & Conquer Windows 95 Edition Setup" program which can be found under the "Command



& Conquer Windows 95" entry in the Windows "Start" menu. Enter a number from 0 to 16383 in the box labeled "Socket Number". This number represents a socket in the public socket area which any software application may use. You must use the same socket number on all the machines you will be trying to connect with. To return to using the Westwood Studios default socket, delete the number in the "Socket Number" box.



Choose Multiplayer Game from the Title menu

To begin a multiplayer LAN game select MULTIPLAYER GAME from the Title menu. You should see the Select Multiplayer Game dialog with Modem/Serial and Network options. If you see the Select Serial Game dialog, it means that C&C95 has not detected the presence of IPX drivers and you should verify that these have been installed and configured correctly for your system.

If all is well, select NETWORK. This takes you to the Join Network Game dialog. Here you can enter your name, choose your side (GDI or Nod) and select a color for your units and buildings. There are two windows in the dialog, the Games window and the Players window. The Games window shows all active game sessions on the current socket. Games which are closed (in progress) are in brackets, like this: [Player's Game].

You have two options from this point: you can choose to Join a game or to host a New game for others to join. You cannot join a closed game.

START NEW NETWORK GAME



New Network Game dialog

Before clicking on NEW game you must enter your name and choose a side and color.



Clicking on NEW makes you the host of the new game and takes you to the Network Game Setup dialog. This dialog has a Players window and a Scenarios window. The Players window shows you which other players are joined to your new game. As the host of the new game you alone have the option to reject other players who might try to join the game.

The Scenarios window shows the available scenarios. As the game host, this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options.

Once you have 2 or more players, you are able to click OK. As the host, you get to decide when to commence play, you should do this only when all game participants have joined.

JOIN NETWORK GAME



Join Game dialog

Before clicking on JOIN (to join a game), you must enter your name and choose a side and color. Once you have done this, you can select an open game and then click on JOIN. If your name is the same as an existing player you must enter a different name. If your color is the same as an existing player the computer picks an available color for you.

The Join Game dialog has a message window. Messages from the other players in your game appear here, just as your messages appear in the message windows of all the other players.

Once you have clicked JOIN, the dialog changes so that the NEW and JOIN buttons disappear. You are then in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or color. You will be able to see the game options that the host selects.

Sending Messages

From the Join Network Game or Network Game Setup dialog, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

Within the game, keys F1-F3 send a message to one of the other players. Hit one of the "F" keys to find out who that key is assigned to. You will see a message "To Player [Side]:" at the top left side of the screen.

The F4 key sends a message to all other players.

Serial Game

C&C95 is designed to be played as a Head-to-Head game either by modem or null modem link. A null modem link is a special cable which you should be able to purchase at

your local computer supplier. Such a link allows two computers which are within 30ft of each other to be connected.

SERIAL GAME PRELIMINARIES



Select Serial Game dialog

Before you can play a serial game you will need to configure C&C95 with the appropriate settings. To do this, select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

- 1) Select Multiplayer Game. This dialog comes up if C&C95 detected an IPX network. Select MODEM/SERIAL, then from the Select Serial Game dialog choose SETTINGS.
- 2) Select Serial Game. This dialog comes up if C&C95 did not detect an IPX network. Select SETTINGS from the Select Serial Game dialog.

SERIAL GAME SETTINGS



Settings dialog

This takes you to the Settings dialog where you can set up your default serial communications settings. Select the COM/PORT which corresponds to your modem or serial port along with the baud rate that you intend to use. It is important that the selected baud rate is at least the speed of your modem. Once you are happy with the settings, click on SAVE and you will be taken back to the Select Serial Game dialog.

Also in this dialog, you can enter a custom Modem Initialization string (separate multiple lines with a "|" [vertical bar or "pipe" character]) as well as a Disable Call Waiting string.

If you do not know what these terms mean, you should leave them in their default settings. If you want to learn more about these strings please consult your modem manual and your local telephone service provider.

You are also able to choose between TONE or PULSE dialing to suit your local telephone service.

Next you need to select modem or null modem game.

MODEM GAME

C&C95 requires a modem that is capable of at least 14400 baud.

To begin a two-player modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

1) Select Multiplayer Game. This dialog comes up if C&C95 detected an IPX network. Select MODEM/SERIAL to play a modem game. This will take you to the Select Serial Game dialog.

2) Select Serial Game. From this dialog you can choose the type of serial game you wish to play.

You next need to decide whether you or your opponent will initiate the telephone call required to play the modem game. If the other person is going to call you, select ANSWER MODEM. Assuming that you have the correct communications settings (using the Settings dialog) your modem will wait for your opponent to call. Once a connection has been established, you will see the Join Serial Game dialog.

If you are going to be making the call to your opponent, you should select DIAL MODEM. You will then be taken to the Phone List dialog.



Phone List dialog

From the Phone List dialog you can dial numbers manually or add a name and number into a Phone List to speed up dialing in the future.

To dial a number manually, click in the dial area and enter the number (the number will be added to the Phone List without a name). To store a number for future use, along with name and custom dialing settings, click on ADD. This will take you to the Edit Phone Number dialog. Click on EDIT to modify a previously entered number.



Phone Number dialog

Here you can enter a name and associated phone number. Assign default settings (COM/PORT, IRQ, modem init string, baud rate, etc.) by clicking on DEFAULT SETTINGS or use custom settings by clicking on CUSTOM SETTINGS. Click SAVE to go back to the Phone List dialog.

Once you have a number in the Phone List, you can select that number for dialing by clicking on it in the listing window. The number will appear in the Dial box.

Once the required phone number is in the dial box, either by manual entry or by selection from the listing window, you should click on Dial which will communicate with your modem and dial the number. Once a connection has been established you will see the Host Serial Game dialog.

NULL MODEM GAME

To begin a two-player Null Modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

- 1) Select Multiplayer Game. This dialog comes up if C&C95 detected an IPX network. Select Modem/Serial, then Null Modem from the Select Serial Game dialog.
- 2) Select Serial Game. From this dialog select Null Modem.

Once a null modem connection has been established you will be taken to either the Host Serial Game or Join Serial Game dialog, depending upon who clicked first on the Null Modem selection.



Host Serial Game dialog

HOST SERIAL GAME

Here you must enter your name and choose a side and color.

The Scenarios window shows the available scenarios. As the game host this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options.

You will see a message window so that you can communicate with your opponent as you select these game options. Messages from your opponent appear in the message window. As you change options these are reflected in the dialog that your opponent can see. As the host, you get to decide when to commence play. Once both players have agreed on the scenario and options, you should click OK to begin play.

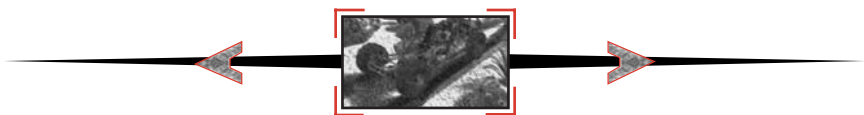


Join Serial Game dialog

JOIN SERIAL GAME

Before clicking on OK, you must enter your name and choose a side and color. If your name is the same as the other player you must enter a different name. If your color is the same as the other player, the computer picks an available color for you.

Once you have clicked OK, you are placed in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or color. You will be able to see the game options that the host selects. The game commences when the host player clicks OK.



Sending Messages

From the Host Serial Game or Join Serial Game dialog, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

Within the game, pressing the F1 key sends a message to your opponent. You will see a message "To Player [Side]:" at the top left side of the screen.



Advanced Game Controls

Once you've got a good grasp of the basic controls for your units, it's time to move on to some of the more advanced controls that are offered in Command & Conquer. If you are going to pit your skills against other players, learning how to use these controls is a must.

Teams [CTRL+#, #, ALT+#]

As you've learned, you can select more than one unit at a time by left clicking on an empty space and dragging a box to select all of the units that you want to move at once. What if you want to select that particular team again in the middle of battle? Normally you'd have to band-box them all over again. This may mean scrolling the screen as well, since most of the time you are trying to do more than one thing at a time. This is way too slow.

You can "save" all of the selected units into a team. To do this, first select all the units that you want in your team, then hold down the CTRL key, and hit any one of the number keys on your keyboard (1-9 or 0). This will make all the selected units part of that team. To instantly select that team, just hit the number key corresponding with that team, and they will all be selected.

Note that this will not re-center your view on that team, it will just select them so you can give them orders. If you want to see that group, hold down the ALT key and hit the number you've assigned for that team. This will center the view on that team.

You can add members to an already existing team easily. First, select that team by hitting the appropriate number key. Then, hold down the SHIFT key and individually click on the units that you want to add to that team (sorry, you can't band-box with this method). Once you've got them all highlighted, re-save the team again by holding down CTRL and hitting the number of the team. That's it!

Guard Mode ['G' key]

Normally, units that you have stationed around will only respond if they're fired upon, or an enemy unit gets close enough for them to fire on it. However, they won't go looking for trouble—they'll only get involved if someone else starts it.

If you want your units to pick fights with anyone that comes within range, select the units and hit the 'G' key on the keyboard. This will put all the selected units into guard mode. With this on, your units will be much more aggressive, moving toward any threats that come near them.

Guard mode will continue to function on those units until you move them, or give them another order, such as stop or scatter.

Force Fire [CTRL + Left Click]

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, you can use the force fire command. Simply select the units that you want to do this, hold down the CTRL key, and click on the location that you want the units to attack.

Units on this mode will continue to fire on that area, ignoring all other threats, until you tell them to stop, or give them a new order to follow.



Force Move [ALT + Left Click]

Infantry annoying your tanks? Squish 'em. Using the force-move command, you can make your tanks (or any heavy unit) move into an enemy occupied cel. And attempt to overrun the infantry in the square. To do this, select the unit(s) to force-move, then hold down the ALT key and left click on the area you want to force-move to. You can also use this to single-out a particular infantry unit that is giving you a hard time. Your unit will attempt to crush that infantry until either it succeeds, you give it a new order, or your unit is destroyed.

Vehicles cannot overrun each other, and infantry cannot overrun tanks. Only tracked or heavy units can force-move into enemy infantry. You cannot force your tanks to crush your own infantry.

Scatter [X key]

With Tanks trying to squish your infantry and planes coming in with Napalm, the Scatter key comes in handy. You can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harm's way.

To scatter units, select them and hit the 'X' key. Units that are scattering will continue to carry out attack orders, so you can select them, tell them to attack, then hit the 'X' key to make them scatter from the threat.

NOTE: Scattering will only make all the selected units move once. If you want them to continually scatter, you must keep the units selected, and continue to hit the 'X' key every second or so. Otherwise, they will scatter once, then stop, continuing to attack the target you've given them. Also, units that are scattering may scatter out of their fire range. If this happens, left click on the target again (with the units still selected), and your units will move back into firing range.

Next Unit [N key]

Hitting the 'N' key will select and center the screen onto one of your units. Hitting the 'N' key again will cycle to another unit and so on.

Stop [S key]

If a unit is marching to certain death, or has been given an order that you don't want them to continue to do, you can force that unit (or structure if it's a turret of any kind) to stop firing/moving/harvesting. Select the unit(s) that you want to stop, and hit the 'S' key.

Follow [CTRL + ALT + Left Click]

Sometimes, you may want units to "tail" another unit as it moves around the map. This can be good for protecting a harvester or any other critical unit as it moves about. To follow a unit, select the units that are going to be doing the 'tailing', and hold down the CTRL and ALT keys. While these are still held down, you will see the cursor has changed to a red movement cursor. Click on the unit that you want followed, and they will automatically go after it, following it wherever it goes.

NOTE: Having large groups of units following a unit can be counter-productive. Don't have a large group of units follow your harvester, or it may hinder the harvester's movement, and slow down your collection of Tiberium. If enough units are following, they may surround their target, and it will not be able to move at all.



Center view [HOME key]

Hitting the home key will center your view on the currently selected unit/structure.

Construction yard view [H key]

Hitting 'H' will instantly center your view on your construction yard. This is useful for jumping back to your base when you've been concentrating your efforts somewhere else on the battlefield.

Location Bookmarks [CTRL+F7-F10, F7-F10]

If you want to save a specific location on the map, you need to move the main battle map to show the location you want marked, then hold down the CTRL key and hit one of the function keys (F7-F10). This will mark that location which can then be recalled by hitting the appropriate function key.



MINIGUN INFANTRY



ARMOR: NONE
COST: 100
SECONDS TO PRODUCE: 7
RANGE: SHORT



WEAPON: M-16 RIFLE

Equipped with the GAU-3 "Eliminator" 5.56mm chaingun, this troop is the key player in the GDI forces. En masse, this unit is very useful against slow-moving armored units like tanks. Just remember that large tanks can easily crush your infantry and flame-based weapons can quickly reduce entire squads to ash.

GRENADIER



ARMOR: NONE
COST: 160
SECONDS TO PRODUCE: 7
RANGE: SHORT



WEAPON: HIGH EXPLOSIVE GRENADE

The Grenadier is a very useful all-purpose infantry unit. This troop is faster, can see further, and hit harder than normal infantry. The grenade this unit throws can not only go over walls, but can destroy them as well. They 'splode good, too!!

ROCKET SOLDIER



ARMOR: NONE
COST: 300
SECONDS TO PRODUCE: 17
RANGE: MEDIUM



WEAPON: LIGHT TOW ROCKETS

These infantry units are slower and easier to kill than other infantry, but can tear through armor faster than any other infantry unit. Their major advantage is the ability to attack airborne units. Most effective as a support unit in diverse groups.

COMMANDO***ARMOR:** NONE**COST:** 1000**SECONDS TO PRODUCE:** 67**RANGE:** LONG**WEAPON:** SNIPER RIFLE AND C-4 EXPLOSIVE PACKS

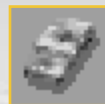
The Commando is part of the GDI Elite Forces Unit. This unit uses a Raptor 50cal. assault rifle with suppressor that is able to take out infantry units from extreme range. In addition, the Commando carries C-4 explosives. When placed in enemy structures, these explosives will level the target structure in seconds.

**ENGINEER****ARMOR:** NONE**COST:** 500**SECONDS TO PRODUCE:** 33**RANGE:** N/A**WEAPON:** NONE

Engineers are used to capture enemy buildings. Since they carry no weapons, they are extremely vulnerable on the battlefield and must be directed very carefully. These infantry are very slow, so loading them into an APC is an ideal way to move them about the battlefield.

**HUMM-VEE****ARMOR:** LIGHT**COST:** 400**SECONDS TO PRODUCE:** 27**RANGE:** SHORT**WEAPON:** M-60 MACHINE GUN

These all-terrain attack vehicles are fast and very useful against infantry and can wipeout large numbers of Attack Cycles when used en masse. Its light armor makes it vulnerable to any explosive weapon.



* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.



APC



APC

ARMOR: HEAVY
COST: 700
SECONDS TO PRODUCE: 47
RANGE: SHORT



WEAPON: M-60 MACHINE GUN

The Armored Personnel Carrier (APC) transports and protects up to five troops heading to and from battle locations. Its heavy armor, fast speed, and long sight range make it an ideal scouting unit. It is also useful for crushing infantry.

MEDIUM TANK



MEDIUM TANK

ARMOR: HEAVY
COST: 800
SECONDS TO PRODUCE: 53
RANGE: MEDIUM



WEAPON: 105MM APDS

From its single barrel, the Medium Tank fires armor-piercing shells. It is faster, heavier and more destructive than Nod's Light Tank. This is one of the best all around vehicles in the game. It is effective against both vehicles and structures, but can be taken down by groups of infantry or aerial units.

MOBILE ROCKET LAUNCH SYSTEM (MRLS)



ROCKET LAUNCHER

ARMOR: LIGHT
COST: 800
SECONDS TO PRODUCE: 53
RANGE: LONG



WEAPON: 227MM MISSILES

Mobile devastation. GDI's longest-range attacker fires 227mm rockets and is effective against just about everything, including aerial threats. With no short-range fighting ability, this unit needs close-quarter backup. This is an attack only vehicle. Keep it in the background and don't let enemies in close to it.



MAMMOTH TANK



ARMOR: HEAVY
COST: 1500
SECONDS TO PRODUCE: 80
RANGE: MED/LONG



WEAPON: DUAL 120MM APDS / MAMMOTH TUSK MISSILES

Armed with dual 120mm cannons and Mammoth Tusk Missiles, this giant is a very versatile attack unit. These weapons help compensate for its lack of speed and mobility. When this unit takes a lot of damage, it can slowly regenerate its health back up to 50%. When the Mammoth tank is placed in guard mode, it can fire at aerial units.

ORCA VTOL ASSAULT CRAFT



ARMOR: LIGHT
COST: 1200
SECONDS TO PRODUCE: 80
RANGE: LONG



WEAPON: DRAGON TOW ROCKETS

This vertical takeoff and landing (VTOL) craft carries five salvos of TOW rockets. ORCAs are exceptionally useful for taking out enemy armor like Harvesters. When used in conjunction with Ion Cannon strikes, then can easily destroy enemy structures. When an ORCA runs out of rockets, it must return to base for reloading.

TRANSPORT "CHINOOK" HELICOPTER



ARMOR: MEDIUM
COST: 1500
SECONDS TO PRODUCE: 100
RANGE: N/A



WEAPON: NONE

Provides field transportation for all infantry, rapidly deploying new troops into, or out of battle. This unit is basically an aerial version of the APC without the weapon.



MCV



ARMOR: MEDIUM
COST: 5000
SECONDS TO PRODUCE: 333
RANGE: N/A



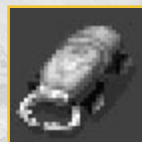
WEAPON: NONE

The mobile construction vehicle lets you search for suitable base sites. Once one is found, convert the MCV into a full-service Construction Yard and use it to build other structures. Since this vehicle is slow, unarmed, and expensive, you will want to keep it well guarded with other units.

HARVESTER



ARMOR: HEAVY
COST: 1400
SECONDS TO PRODUCE: 93
RANGE: N/A



WEAPON: NONE

This armor-plated vehicle seeks out and scoops up raw Tiberium, then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. Its good points are that it can take a beating before being destroyed and it is proficient at crushing enemy infantry.

HOVER CRAFT



ARMOR: HEAVY
COST: N/A
SECONDS TO PRODUCE: N/A
RANGE: N/A



WEAPON: NONE

This heavily-armored unit deploys men and vehicles during amphibious assault. It is not buildable in any missions, including multiplayer.



A-10 GROUND SUPPORT AIRCRAFT



ARMOR: HEAVY
COST: N/A
SECONDS TO PRODUCE: N/A
RANGE: LONG



WEAPON: NAPALM BOMBS

These units are highly maneuverable, ground-hugging craft that level enemy units with napalm. When playing as GDI in the solo play missions, destroying all Nod SAM sites will give you access to the A-10 airstrikes. Since the A-10 bombs in a line, it is a good idea to pick a target that is part of a group. You can do damage to more enemies this way.

GUNBOAT



ARMOR: HEAVY
COST: N/A
SECONDS TO PRODUCE: N/A
RANGE: LONG



WEAPON: TOMAHAWK MISSILE

Heavily armored, and armed with surface-to-surface missiles, this unit is the backbone of GDI's naval forces. This unit makes special appearances in GDI missions, but is normally unavailable.



GDI UNITS





GDI UNITS HIERARCHY

STRUCTURE(S) BUILT:

ALLOW(S) BUILDING OF:



BARRACKS



MINIGUN
INFANTRY



GRENADIER



ROCKET
SOLDIER



ENGINEER
INFANTRY



BARRACKS

+



ADV. COMM.
CTR.



COMMANDO
INFANTRY



BARRACKS

+



WEAPONS
FACTORY



APC



BARRACKS

+



HELIPAD



CHINOOK*



ORCA



WEAPONS
FACTORY



HUMM-VEE



MEDIUM TANK



WEAPONS
FACTORY

+



ADV. COMM.
CTR.



ROCKET
LAUNCHER



MCV*



WEAPONS
FACTORY

+



REPAIR FACILITY



MAMMOTH
TANK



WEAPONS
FACTORY

+



TIBERIUM
REFINERY



HARVESTER

For Multiplay

UNIT	TECH LEVEL
Minigun Infantry	1
Grenadier	1
Rocket Soldier	2
Hummer	2
Harvester	2
Engineer	3
Medium Tank	3
APC	4
Mammoth Tank	5
Transport Chinook*	6
Orca	6
Commando*	7
MRLS	7
MCV	7

*Available to build in multiplay only.

State of the Art: GDI Units

BAR = Barracks, WEAP = Weapons Factory, ADVC = Advanced Comm. Center, HEL = Helipad, REPR = Repair Bay, REFN = Refinery

DESCRIPTION	TECH	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
Minigun Infantry	1	100	Short	None	Barracks	M-16 Rifle
Grenadier	1	160	Short	None	Barracks	High Explosive Grenade
Rocket Soldier	2	300	Med.	None	Barracks	Light TOW Rocket
Humm-vee	2	400	Short	Light	Weapons Factory	M-60 Chain Gun
Harvester	2	1400	N/A	Heavy	Weapons Factory, Refinery	None
Engineer	3	500	N/A	None	Barracks	None
Medium Tank	3	800	Med.	Heavy	Weapons Factory	105mm APDS
APC	4	700	Short	Heavy	Barracks, Weapons Factory	M-60 Chain Gun
Mammoth Tank	5	1500	M/S	Heavy	Weapons Factory, Repair Facility	120mm APDS / Missiles
Transport Chinook*	6	1500	N/A	Med.	Weapons Factory, Helipad	None
Orca	6	1200	Long	Light	Weapons Factory, Helipad	Dragon TOW Rockets
Commando*	7	1000*	L/S	None	Barracks, Adv. Comm. Center	Sniper Rifle / C4 Explosive
MRLS	7	800	Long	Light	Weapons Factory, Adv. Comm. Ctr.	227mm Missile
MCV	7	5000*	N/A	Med.	Weapons Factory, Adv. Comm. Ctr.	None
Ion Cannon	7	N/A	N/A	N/A	Adv. Comm. Ctr.	Ion Blast
A-10 Support Aircraft	-	N/A	Long	Heavy	N/A	Napalm bombs
Gunboat	-	N/A	Long	Heavy	N/A	Tomahawk Missiles
Hover Craft	-	N/A	N/A	Heavy	N/A	None



CONSTRUCTION YARD



ARMOR: LIGHT
COST: N/A
SECONDS TO PRODUCE: N/A
POWER USAGE: NONE



PURPOSE: PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings. You must protect this structure! Without it, you cannot build any new structures. The Construction Yard is fairly strong, but as with almost all structures, it is vulnerable to Engineers. Try surrounding your Construction Yard with walls to keep out unwanted guests.

POWER PLANT



ARMOR: LIGHT
COST: 300
SECONDS TO PRODUCE: 20
POWER USAGE: NONE



PURPOSE: PROVIDES POWER TO BASE

This unit provides power to the structures in your base. Power output is directly related to the Power Plant's condition, so protect them during battles. If they get damaged, you must repair them quickly or else some of your base defenses may cease to function. The Power Plant outputs 100 units of power.

ADVANCED POWER PLANT



ARMOR: LIGHT
COST: 700
SECONDS TO PRODUCE: 47
POWER USAGE: NONE



PURPOSE: PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures. It may cost a bit more than the original Power Plant, but it generates double the amount of power (200 units).



INFANTRY BARRACKS



ARMOR: MEDIUM

COST: 300

SECONDS TO PRODUCE: 20

POWER USAGE: 10



PURPOSE: PRODUCES INFANTRY

This structure is a field training center for all available infantry units. Building multiple Barracks will increase the rate at which infantry are produced.

GUARD TOWER



ARMOR: LIGHT

COST: 500

SECONDS TO PRODUCE: 33

POWER USAGE: 10



PURPOSE: DEFENSE

Armed with a high-velocity machine gun, this structure provides manned defense against Nod ground attack. The Guard Tower is exceptionally useful against infantry and other light units, and since it doesn't require any power, it will remain functional when your base loses power. It can also detect Nod Stealth Tanks when they are near.

ADVANCED GUARD TOWER



ARMOR: MEDIUM

COST: 1000

SECONDS TO PRODUCE: 66

POWER USAGE: 20



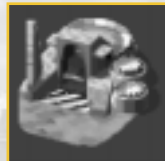
PURPOSE: DEFENSE

Provides strong fortification against ground and air units. The Advanced Guard Tower (AGT) fires Tomahawk missiles at considerable range, but it requires power. Because of the AGT's long range, it cannot hit units that are directly adjacent to it. It is always wise to back up the AGT with another defense like the Guard Tower.

REFINERY



ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 40



PURPOSE: CONVERTS TIBERIUM TO CREDITS

This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester and each Refinery can handle an infinite number of Harvesters. The refinery stores 1,000 credits of processed Tiberium.

SILO



ARMOR: LIGHT
COST: 150
SECONDS TO PRODUCE: 10
POWER USAGE: 10



PURPOSE: HOLDS REFINED TIBERIUM

This unit stores up to 1,500 credits of processed Tiberium. When the Refinery fills to its maximum capacity of Tiberium, you will want to build Silos to handle the excess storage load. Guard it carefully. If destroyed or captured, the amount stored is deducted from your account.

COMMUNICATIONS CENTER



ARMOR: MEDIUM
COST: 1000
SECONDS TO PRODUCE: 66
POWER USAGE: 40



PURPOSE: BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power. The radar screen allows for long range views of the battlefield and for commanding units over great distances. When playing as Nod against GDI in the solo play missions, destroying the GDI's Radar Facility will keep GDI from launching A-10 airstrikes against you.



ADVANCED COMMUNICATIONS CENTER/ION CANNON



ARMOR: HEAVY
COST: 2800
SECONDS TO PRODUCE: 186
POWER USAGE: 200



PURPOSE: PARTICLE BEAM CANNON

An upgrade to the Communications Center, this structure not only provides radar, but is the uplink center for the Ion Cannon—GDI's most devastating weapon. Once charged, it can unleash a blast on an unsuspecting target. The Ion Cannon requires power to charge: If your base is under powered, it will stop. To fire, left click on the Ion Cannon icon in the sidebar.

WEAPONS FACTORY



ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 30



PURPOSE: PRODUCES HEAVY VEHICLES & AIR POWER

This structure builds GDI's vehicles. It is well armored, but is also a favorite target for enemy Engineers. If your Weapons Factory is captured, not only do you lose the ability to build vehicles, but the enemy is able to build your vehicles in addition to his own. Building multiple Weapons Factories will decrease the amount of time it takes to create a vehicle.

HELIPAD



ARMOR: MEDIUM
COST: 1500
SECONDS TO PRODUCE: 100
POWER USAGE: 10



PURPOSE: HELICOPTER LANDING

Building the Helipad allows the use of the ORCA attack aircraft. The Helipad is also the rearming station for the ORCA. If the Helipad is lost, the ORCA will not be able to reload. Any ORCA can use any Helipad on your side.



REPAIR FACILITY



ARMOR: LIGHT

COST: 1200

SECONDS TO PRODUCE: 80

POWER USAGE: 30



PURPOSE: VEHICLE REPAIR

The repair facility allows you to repair damaged units. Moving a vehicle onto the repair pad will begin the repair process. All repairs are deducted from your credits. If you run out of credits while repairs are in progress, repairs will stop. Damage to the facility significantly slows repair work.

SANDBAG BARRIER



ARMOR: LIGHT

COST: 50

SECONDS TO PRODUCE: 3

POWER USAGE: NONE



PURPOSE: BASE DEFENSE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down. Only explosive weapons such as grenades, missiles, and shells can damage Sandbags.

CHAIN LINK BARRIER



ARMOR: LIGHT

COST: 75

SECONDS TO PRODUCE: 5

POWER USAGE: NONE



PURPOSE: BASE DEFENSE

Chain Link functions in the same way that the sandbags do, but they provide more defense. Only explosive weapons such as grenades, missiles, and shells can damage a Chain Link Barrier.



CONCRETE BARRIER

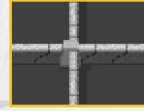


ARMOR: MEDIUM

COST: 100

SECONDS TO PRODUCE: 7

POWER USAGE: NONE



PURPOSE: BASE DEFENSE

Concrete walls are the most effective barrier. They are much harder to destroy and will take the enemy much longer to blast through. Only explosive weapons such as grenades, missiles, and shells can damage Concrete Barriers.



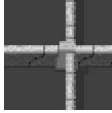
GDI STRUCTURES HIERARCHY

STRUCTURE
BUILT:

ALLOWS BUILDING OF:



CONSTRUCTION
YARD



CONCRETE
BARRIER



CHAIN LINK
BARRIER



SANDBAG
BARRIER



POWER PLANT



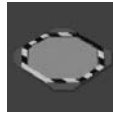
POWER PLANT



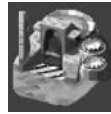
BARRACKS



ADV. POWER
PLANT



REPAIR
FACILITY



TIBERIUM
REFINERY



BARRACKS



GUARD TOWER



HELIPAD



TIBERIUM
REFINERY



COMM.
CENTER



WEAPONS
FACTORY



TIBERIUM SILO



COMM. CENTER



ADV. COMM.
CENTER



ADV. GUARD
TOWER

For Multiplay

STRUCTURE	TECH LEVEL
Construction Yard	1
Power Plant	1
Infantry Barracks	1
Tiberium Refinery	1
Tiberium Silo	1
Sandbag Barrier	2
Guard Tower	2
Weapons Factory	2
Communications Center	2
Advanced Guard Tower	4
Chain Link Barrier	5
Advanced Power Plant	5
Repair Facility	5
Helipad	6
Concrete Barrier	7
Adv. Communication Center	7

State of the Art: GDI Structures

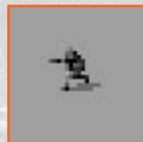
STRUCTURE NAME	TECH	COST	POWER	ARMOR	PREREQUISITES	PURPOSE/USAGE
Construction Yard	1	N/A	30	Light	None	Produces structures
Power Plant	1	300	+100	Med.	Const. Yard	Provides power
Infantry Barracks	1	300	20	Med.	Power Plant	Produces infantry
Tiberium Refinery	1	2000	40	Med.	Power Plant	Converts Tiberium to credits
Tiberium Silo	1	150	10	Light	Refinery	Holds 1500 credits
Sandbag Barrier	2	50	—	Light	Const. Yard	Base defense
Guard Tower	2	500	10	Light	Barracks	Defense
Weapons Factory	2	2000	30	Med.	Power Plant	Builds vehicles/air power
Communications Center	2	1000	40	Light	Refinery	Radar & comm.
Advanced Guard Tower	4	1000	20	Med.	Comm. Center	Defensive rocket launcher
Chain Link Barrier	5	75	—	Med.	Const. Yard	Base defense
Advanced Power Plant	5	700	+200	Light	Power Plant	Provides power
Repair Facility	5	1200	30	Light	Power Plant	Repairs Vehicles
Helipad	6	1500	10	Med.	Barracks	Heli landing / Rearming
Concrete Barrier	7	100	—	Heavy	Const. Yard	Base defense
Adv. Communications Ctr.	7	2800	200	Heavy	Comm. Center	Radar & Ion Cannon



MINIGUN INFANTRY



ARMOR: NONE
COST: 100
SECONDS TO PRODUCE: 7
RANGE: SHORT



WEAPON: M-16 RIFLE

Equipped with the M-16 Machine Gun, this troop is the key player in Nod's forces. En masse, this unit is very useful against slow-moving armored units like tanks. Just remember that large tanks can easily crush your infantry and flame-based weapons can quickly reduce entire squads to ash.

ROCKET SOLDIER



ARMOR: NONE
COST: 300
SECONDS TO PRODUCE: 17
RANGE: MEDIUM



WEAPON: LIGHT TOW ROCKETS

These infantry units are slower and easier to kill than other infantry, but can tear through armor faster than any other infantry unit. Their major advantage is the ability to attack airborne units. Most effective as a support unit in diverse groups.

FLAMETHROWER INFANTRY



ARMOR: NONE
COST: 200
SECONDS TO PRODUCE: 13
RANGE: SHORT



WEAPON: FLAMETHROWER

Effective for maximum close-range destruction. Produces fire which burns more slowly than normal, allowing more effective elimination of humans and armament. Be careful when using these troops in groups—if one unit gets in front of another, chances are that the unit in front will catch some of the damage from the back unit. Spread them out.

ENGINEER



ARMOR: NONE

COST: 500

SECONDS TO PRODUCE: 33

RANGE: N/A



WEAPON: NONE

Engineers are used to capture enemy buildings. Since they carry no weapons, they are extremely vulnerable on the battlefield and must be directed very carefully. Loading them into an Chinook is an ideal way to move them about the battlefield. Dropping a Chinook full of Engineers in an enemy's base is a commonly employed tactic.

CHEM-WARRIOR*

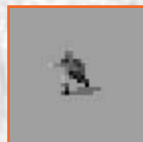


ARMOR: NONE

COST: 300

SECONDS TO PRODUCE: 20

RANGE: SHORT



WEAPON: CHEM-SPRAY

The Chem-Warrior is an advanced infantry unit immune to the effects of Tiberium. The chem-blast they carry produces a short-lived toxic cloud of Tiberium gas that will kill any infantry caught within its effects.

COMMANDO*



ARMOR: NONE

COST: 1000

SECONDS TO PRODUCE: 67

RANGE: LONG



WEAPON: SNIPER RIFLE AND C-4 EXPLOSIVE PACKS

The Commando uses a Raptor 50cal. assault rifle with suppressor that is able to take out infantry units from extreme range. In addition, the Commando also carries C-4 explosives. When placed in enemy structures, these explosives will level the target structure in seconds.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.



RECON BIKE



RECON BIKE

ARMOR: LIGHT

COST: 500

SECONDS TO PRODUCE: 33

RANGE: MEDIUM



WEAPON: DRAGON TOW ROCKETS

Mounting twin rocket launchers, the cycles have great flexibility, serving multiple roles in Nod's forces. Learn to use these units in packs, hunting down lone units or harvesters. When in guard mode, they will shoot at enemy aircraft, making them ideal at destroying incoming aerial assaults. Their speed makes them an ideal scouting unit as well.

NOD BUGGY



NOD BUGGY

ARMOR: LIGHT

COST: 300

SECONDS TO PRODUCE: 20

RANGE: SHORT



WEAPON: M60 MACHINE GUN

These all-terrain vehicles are armed with an M60 machine-gun in a turret. Faster than GDI's Hum-vee, the Buggy has sacrificed some armor for this advantage. Used in hit and run tactics on infantry and other lightly armored targets, the Buggy shines. Against armor, it dies.

LIGHT TANK



LIGHT TANK

ARMOR: MEDIUM

COST: 600

SECONDS TO PRODUCE: 40

RANGE: MEDIUM



WEAPON: 75MM APDS

This highly-mobile tread vehicle, delivers maximum weaponry and personnel destruction with minimum weight, maintenance and weaponry. Faster than any other tank on the battlefield, these units can reach a target quickly. Used in conjunction with aerial assaults, these units are very effective.



MOBILE ARTILLERY



ARTILLERY

ARMOR: MEDIUM

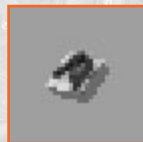
COST: 450

SECONDS TO PRODUCE: 30

RANGE: LONG

WEAPON: 155MM BALLISTIC CHARGES

This massive cannon has great range and ballistic power. This unit is very slow. Any attacks using this unit have to be orchestrated carefully—just getting the unit to its target can be difficult. However, once it gets within range, little stands in the way of its firepower. By nature, artillery is somewhat inaccurate.



FLAME TANK



FLAME TANK

ARMOR: MEDIUM

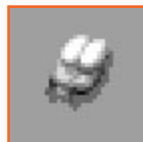
COST: 800

SECONDS TO PRODUCE: 53

RANGE: SHORT

WEAPON: TWIN FLAME CANNONS

Especially useful against infantry and structures, the Devil's Tongue Flame Tank can mow through swarms of infantry with little or no damage to itself. To top off its destructive capabilities, the flame tank is fast, able to avoid some of the slower firing weapons and get close to its target quickly.



STEALTH TANK



STEALTH TANK

ARMOR: LIGHT

COST: 900

SECONDS TO PRODUCE: 60

RANGE: MEDIUM

WEAPON: DRAGON TOW ROCKETS

This lightly-armored tank is equipped with the Lazarus shield, cloaking it from enemy sight. This shield is neutralized during firing, giving the tanks the ability to "appear" out of thin air. Although vehicles and most structures are not able to see the tank while cloaked, infantry and Guard Towers will reveal the tank if it gets too close to them.



SURFACE-TO-SURFACE MISSILE LAUNCHER (SSM)*



ARMOR: LIGHT
COST: 750
SECONDS TO PRODUCE: 50
RANGE: EXTREME



WEAPON: HONEST JOHN MISSILES

The SSM is Nod's longest-ranged unit, able to fire on the enemy from a great distance. Its napalm rounds are useful at cracking through tough base defenses without any worry of retaliation. Infantry in a large group will also suffer from its high area of effect. The reload rate on this unit is extremely long, requiring other units to protect it during its lag-time.

APACHE ATTACK HELICOPTER



ARMOR: MEDIUM
COST: 1200
SECONDS TO PRODUCE: 80
RANGE: MEDIUM



WEAPON: HIGH-SPEED GATLING CANNON

Nod's Apache Helicopter is fast, mobile, and carries a large quantity of ammunition. Used primarily against infantry and structures, the Apache can take down armored units when en-masse. Use them to soften up bases before a nuclear weapon is dropped, or gun through a horde of engineers coming towards your base.

TRANSPORT "CHINOOK" HELICOPTER*



ARMOR: MEDIUM
COST: 1500
SECONDS TO PRODUCE: 100
RANGE: N/A



WEAPON: NONE

Provides field transportation for all infantry, rapidly deploying new troops into, or out of battle. This unit is basically an aerial version of the APC without the weapon.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.



MCV



ARMOR: MEDIUM
COST: 5000
SECONDS TO PRODUCE: 333
RANGE: N/A



WEAPON: NONE

The mobile construction vehicle lets you search for suitable base sites. Once one is found, convert the MCV into a full-service Construction Yard and use it to build other structures. Since this vehicle is slow, unarmed, and expensive, you will want to keep it well guarded with other units.

HARVESTER



ARMOR: HEAVY
COST: 1400
SECONDS TO PRODUCE: 93
RANGE: N/A



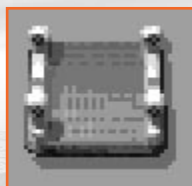
WEAPON: NONE

This armor-plated vehicle seeks out and scoops up raw Tiberium, then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. Its good points are that it can take a beating before being destroyed and it is proficient at crushing enemy infantry.

HOVER CRAFT



ARMOR: HEAVY
COST: N/A
SECONDS TO PRODUCE: N/A
RANGE: N/A



WEAPON: NONE

This heavily-armored unit deploys men and vehicles during amphibious assault. This vehicle is not buildable in any missions, including multiplayer.



CARGO PLANE



CARGO PLANE

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE: N/A

RANGE: N/A

WEAPON: NONE

This carrier ships purchased units to the Brotherhood of Nod via the Airfield. Any units ordered will be shipped in as soon as possible. Only one transport plane can be on the board (per Airfield) at any one time.



MOBILE ROCKET LAUNCH SYSTEM (MRLS)*



ROCKET LAUNCHER

ARMOR: LIGHT

COST: 800

SECONDS TO PRODUCE: 53

RANGE: LONG

WEAPON: 227MM ROCKETS

Mobile devastation. This unit fires 227mm rockets and is effective against just about everything, including aerial threats. With no short-range fighting ability, this unit needs close-quarter backup. This is an attack only vehicle. Keep it in the background and don't let enemies in close to it.



* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.



NOD UNITS



NOD UNITS HIERARCHY

STRUCTURE(S) BUILT: ALLOW(S) BUILDING OF:



HAND OF NOD



MINIGUN
INFANTRY



ROCKET
SOLDIER



FLAME-
THROWER
INFANTRY



ENGINEER
INFANTRY



HAND OF NOD

+



TEMPLE OF NOD



COMMANDO
INFANTRY



CHEMICAL
WARRIOR



HAND OF NOD

+



AIRFIELD



APC



HAND OF NOD

+



HELIPAD



CHINOOK



APACHE

* Available to build
in multiplay only.



AIRFIELD



RECON BIKE



NOD BUGGY



AIRFIELD

+



COMM. CTR.



LIGHT TANK



ARTILLERY



AIRFIELD

+



TIBERIUM REFINERY



HARVESTER



AIRFIELD

+



TEMPLE OF NOD



MCV



MRLS



AIRFIELD

+



OBELISK OF LIGHT



SSM
LAUNCHER

For Multiplay

UNIT	TECH LEVEL
Minigun Infantry	1
Flamethrower Inf.	1
Rocket Soldier	2
Recon Bike	2
Harvester	2
Nod Buggy	3
Engineer	3
Light Tank	3
APC*	4
Flame Tank	4
Stealth Tank	5
Mobile Artillery	6
Transport Chinook*	6
Attack Helicopter*	6
Chem-Warrior*	7
Commando*	7
MCV	7
MRLS*	7
SSM Launcher*	7
Nuclear Strike	7

State of the Art: Nod Units

AFD = Airfield, COM = Comm. Center, HELI = Helipad, HON = Hand of Nod, REEN = Refinery, TON = Temple of Nod

DESCRIPTION	TECH	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
Minigun Infantry	1	100	Short	None	Hand of Nod	M-16 Rifle
Flamethrower Infantry	1	200	Short	None	Hand of Nod	Flamethrower
Rocket Soldier	2	300	Med.	None	Hand of Nod	Light TOW Rocket
Recon Bike	2	500	Med.	Light	Airfield	Dragon TOW Rockets
Harvester	2	1400	N/A	Heavy	Airfield, Refinery	None
Nod Buggy	3	300	Short	Light	Airfield	M-60 Machine Gun
Engineer	3	500	N/A	None	Hand of Nod	None
Light Tank	3	600	Med.	Med.	Airfield	75mm APDS
APC*	4	700	Short	Heavy	Hand of Nod, Airfield	M-60 Machine Gun
Flame Tank	4	800	Short	Med.	Airfield, Comm. Center	Twin Flame Cannons
Stealth Tank	5	900	Med.	Light	Airfield, Comm. Center	Dragon TOW Rockets
Mobile Artillery	6	450	Long	Med.	Airfield	150mm Ballistic Charges
Transport Chinook*	6	1500	N/A	Med.	Helipad, Airfield	None
Attack Helicopter*	6	1200	Med.	Med.	Helipad, Airfield	Gatling Chain-gun
Chem-Warrior*	7	300	Short	None	Hand of Nod, Temple of Nod	Chem-spray
Commando*	7	1000	Long	None	Hand of Nod, Temple of Nod	Sniper Rifle / C4 Explosive
MRLS*	7	800	Long	Light	Airfield, Temple of Nod	227mm Rockets
MCV*	7	5000	N/A	Med.	Airfield, Temple of Nod	None
SSM Launcher*	7	750	V. long	Light	Airfield, Temple of Nod	Honest John Missiles
Nuclear Strike	7	N/A	V. long	N/A	Temple of Nod	Nuclear Detonation
Hover Craft	N/A	N/A	Heavy	N/A	N/A	
Cargo Plane	N/A	N/A	N/A	Heavy	N/A	

*Available in Multiplayer missions only. May be available in single-player missions as unit given to you at start of mission or as a mission objective for capture.



CONSTRUCTION YARD



ARMOR: MEDIUM

COST: N/A

SECONDS TO PRODUCE: N/A

POWER USAGE: NONE



PURPOSE: PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings. You must protect this structure! Without it, you cannot build any new structures. The Construction Yard is fairly strong, but as with almost all structures, it is vulnerable to Engineers. Try surrounding your Construction Yard with walls to keep out unwanted guests.

POWER PLANT



ARMOR: MEDIUM

COST: 300

SECONDS TO PRODUCE: 20

POWER USAGE: NONE



PURPOSE: PROVIDES POWER TO BASE

This unit provides power to the structures in your base. Power output is directly related to the Power Plant's condition, so protect them during battles. If they get damaged, you must repair them quickly or else some of your base defenses may cease to function. The Power Plant outputs 100 units of power.

ADVANCED POWER PLANT

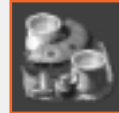


ARMOR: MEDIUM

COST: 700

SECONDS TO PRODUCE: 47

POWER USAGE: NONE



PURPOSE: PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures. It may cost a bit more than the original Power Plant, but it generates double the amount of power (200 units).



HAND OF NOD



ARMOR: MEDIUM
COST: 300
SECONDS TO PRODUCE: 20
POWER USAGE: 20



PURPOSE: PRODUCES INFANTRY

This creates elite infantry units for the Brotherhood of Nod. Building multiple barracks will decrease the time necessary to train a soldier.

TURRET



ARMOR: HEAVY
COST: 600
SECONDS TO PRODUCE: 17
POWER USAGE: 20



PURPOSE: BASE DEFENSE

For broad sweep, short-range protection against heavy assault vehicles. This is the staple of Nod's base defense, so be sure to have several of these around your base entrances. Fire-power wise, they are the equivalent of a medium tank's cannon—without the mobility.

SAM SITE



ARMOR: HEAVY/LIGHT
COST: 750
SECONDS TO PRODUCE: 50
POWER USAGE: 20



PURPOSE: DEFENSIVE ANTI-AIRBORNE UNIT

Fires surface-to-air missiles at airborne GDI units. When the it is recessed in the ground, it is difficult to harm. However, when the launcher is exposed, it will damage more easily. Position these around your base in a triangular layout. This gives you the best chances of destroying aerial threats before they can cause serious damage to your base.



REFINERY



ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 40



PURPOSE: CONVERTS TIBERIUM TO CREDITS

This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester and each Refinery can handle an infinite number of Harvesters. The refinery stores 1,000 credits of processed Tiberium

SILO



ARMOR: LIGHT
COST: 150
SECONDS TO PRODUCE: 10
POWER USAGE: 10



PURPOSE: HOLDS REFINED TIBERIUM

This unit stores up to 1,500 credits of processed Tiberium. When the Refinery fills to its maximum capacity of Tiberium, you will want to build Silos to handle the excess storage load. Guard it carefully. If destroyed or captured, the amount stored in the silo is deducted from your account.

COMMUNICATIONS CENTER



ARMOR: MEDIUM
COST: 1000
SECONDS TO PRODUCE: 66
POWER USAGE: 40



PURPOSE: BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power. The radar screen allows for long-range views of the battlefield and for commanding units over great distances. When playing as Nod against GDI in the solo play missions, destroying GDI's Radar Facility will keep GDI from launching A-10 airstrikes against you.

HELIPAD*



ARMOR: MEDIUM

COST: 1500

SECONDS TO PRODUCE: 100

POWER USAGE: 10



PURPOSE: HELICOPTER LANDING

Building the Helipad allows the use of the Apache attack aircraft. The Helipad is also the rearming station for the Apache. If the Helipad is lost, the Apache will not be able to reload. Any Apache can use any Helipad on your side.

AIRFIELD



ARMOR: HEAVY

COST: 2000

SECONDS TO PRODUCE: 133

POWER USAGE: 30



PURPOSE: WEAPONS RECEIVING AREA

Nod buys all its units. The Airfield allows cargo planes to land and deliver equipment. It is functionally equivalent to the GDI Weapons Factory. However, you do not instantly get the unit when it is complete—it must be flown in, so plan accordingly. Building multiple Airfields will increase the ordering speed, and will enable you to have two units delivered at a time.

REPAIR FACILITY



ARMOR: LIGHT

COST: 1200

SECONDS TO PRODUCE: 80

POWER USAGE: 30



PURPOSE: VEHICLE REPAIR

The repair facility allows you to repair damaged units. Moving a vehicle onto the repair pad will begin the repair process. All repairs are deducted from your credits. If you run out of credits while repairs are in progress, repairs will stop. Damage to the facility significantly slows repair work.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.

OBELISK OF LIGHT



ARMOR: MEDIUM

COST: 1500

SECONDS TO PRODUCE: 100

POWER USAGE: 150

PURPOSE: LASER-EQUIPPED BASE DEFENSE

This high-power laser effectively destroys troops and armament at long range. It is the most powerful on-board weapon in the game. Its slow recharge time means that it cannot be the only weapon defending your base, however. Make sure you have excess power before building these, because damage to your power plants will keep the obelisks off-line.



TEMPLE OF NOD



ARMOR: HEAVY

COST: 3000

SECONDS TO PRODUCE: 200

POWER USAGE: 150

PURPOSE: NUCLEAR MISSILE

Houses the central computer core that is the hub of all Nod communications and center of Nod command. It is heavily armored. This structure also gives Nod players the ability to fire nuclear missiles.



SANDBAG BARRIER



ARMOR: LIGHT

COST: 50

SECONDS TO PRODUCE: 3

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down. Only explosive weapons such as grenades, missiles, and shells can damage Sandbags.





CHAIN LINK BARRIER



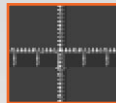
CHAIN LINK

ARMOR: MEDIUM

COST: 75

SECONDS TO PRODUCE: 5

POWER USAGE: NONE



PURPOSE: BASE DEFENSE

Chain Link function in the same way that the sandbags so, but they provide more defense. Only explosive weapons such as grenades, missiles, and shells can damage a Chain Link fence.

CONCRETE BARRIER



CONCRETE WALL

ARMOR: HEAVY

COST: 100

SECONDS TO PRODUCE: 7

POWER USAGE: NONE



PURPOSE: BASE DEFENSE

Concrete walls are the most effective barrier. They are much harder to destroy and will take the enemy much longer to blast through. Only explosive weapons such as grenades, missiles, and shells can damage Concrete Barriers.



NOD STRUCTURES HIERARCHY

STRUCTURE
BUILT:

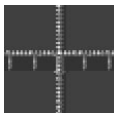
ALLOWS BUILDING OF:



CONSTRUCTION
YARD



CONCRETE
BARRIER



CHAIN LINK
BARRIER



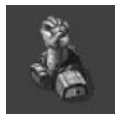
SANDBAG
BARRIER



POWER PLANT



POWER PLANT



HAND OF
NOD



ADV. POWER
PLANT



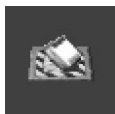
REPAIR
FACILITY



TIBERIUM
REFINERY



HAND OF NOD



SAM SITE



TURRET



HELIPAD



TIBERIUM
REFINERY



COMM.
CENTER



AIRFIELD



TIBERIUM SILO



COMM. CENTER



OBELISK OF
LIGHT



TEMPLE OF
NOD

NOD STRUCTURES

For Multiplay

STRUCTURE	TECH LEVEL
Construction Yard	1
Power Plant	1
Hand of Nod	1
Tiberium Refinery	1
Tiberium Silo	1
Sandbag Barrier	2
Turret	2
Communications Center	2
Airfield	2
Obelisk of Light	4
Chain Link Barrier	5
Repair Facility	5
Advanced Power Plant	5
Sam Site	6
Helipad	6
Concrete Barrier	7
Temple of Nod	7

State of the Art: Nod Structures

DESCRIPTION	TECH	COST	POWER	ARMOR	PREREQUISITES	PURPOSE/USAGE
Construction Yard	1	N/A	30	Med.	None	Produces structures
Power Plant	1	300	+100	Light	Const. Yard	Provides power
Hand of Nod	1	300	20	Med.	Power Plant	Produces infantry
Tiberium Refinery	1	2000	40	Med.	Power Plant	Converts Tiberium to credits
Tiberium Silo	1	150	10	Light	Refinery	Holds 1500 credits
Sandbag Barrier	2	50	Ø	Light	Const. Yard	Base defense
Turret	2	600	20	Heavy	Hand of Nod	Base defense turret
Communications Center	2	1000	40	Med.	Refinery	Radar & comm.
Airfield	2	2000	30	Heavy	Refinery	Weapons receiving area
Obelisk of Light	4	1500	150	Med.	Comm. Center	Base defense laser
Chain Link Barrier	5	75	Ø	Med.	Const. Yard	Base defense
Repair Facility	5	1200	30	Light	Power Plant	Repairs vehicles
Advanced Power Plant	5	700	+200	Light	Power Plant	Provides power
Sam Site	6	750	20	Hvy/Lt	Hand of Nod	Air defense site
Helipad	6	1500	10	Med.	Hand of Nod	Helicopter landing
Concrete Barrier	7	100	Ø	Heavy	Const. Yard	Base defense
Temple of Nod	7	3000	150	Heavy	Comm. Center	Nuclear missile



Mission Tutorials

The following two sections contain walk-throughs for the first two GDI and Nod missions. Don't read these tutorials if you want to try it on your own.

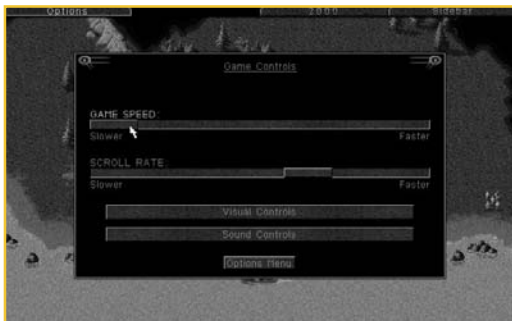
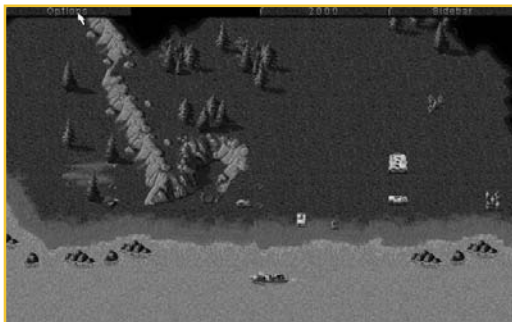
MISSION ONE

The first thing you may want to do when the mission starts is to slow the game down. Doing this will give you a chance to get used to the way the game functions. To slow the game down, click on the tab at the top of the screen that is labeled "Options". (You can also hit the ESC key or Space Bar.)

When you do this, the game will pause and a menu will pop up in the middle of the screen. Here you will see several options, including a box labeled "Game Controls." Left click on this box.

Doing this will bring up another box that has two sliders on it. One is labeled "Game Speed" the other is labeled "Scroll Speed". Left click and hold the bar in the middle of the Game Speed slider. Moving the bar to the right will increase the game speed, moving the bar to the left will slow the game down. Move the bar all the way to the left.

You can also adjust the rate at which the map scrolls around. The game's default Scroll Speed is pretty good, so only change it if you don't like the way it feels. To exit the Game Controls Screen, left click on the box labeled "Options Menu". When that screen disappears, left click on the box labeled "Resume Mission". You can also exit this screen by hitting the ESC key twice.

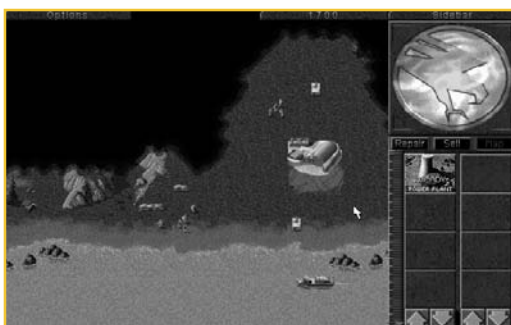
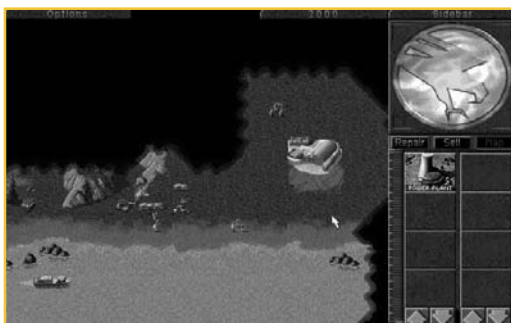
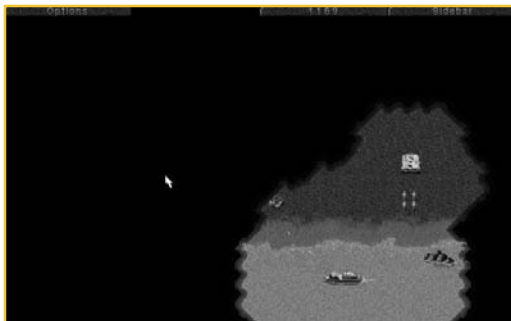


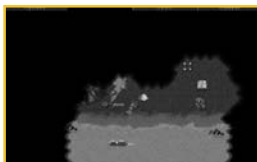
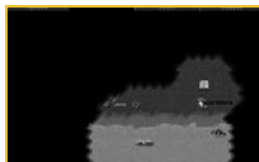
SCOUTING THE TERRITORY

When the mission begins you will see several things. In the water to the south, a GDI Gunboat is firing on a Nod Turret. To the north of this are your troops, four GDI Infantry and a GDI Mobile Construction Vehicle (MCV). You will also see the immediate terrain around your units but won't see any more of the play area. This dark area is called the "Unrevealed Terrain". As you move your units around the battlefield, they will reveal the terrain. Every unit reveals terrain as it moves, but not every unit can "see" the same distance. For instance, infantry cannot see as far as Humm Vees, so use the Humm Vees to scout with.

Don't worry about the Gunboat. It will automatically fire on the Nod Turret. Concentrate on deploying your MCV. Do this by left clicking on it twice. The first click brings up a "Deploy" cursor and the second click deploys the MCV into the construction yard. The MCV creates a fairly large building when it deploys, so it needs to have a clear area around it in order to deploy. If you attempt to deploy the MCV and it doesn't deploy, check around the MCV for things that might get in the MCV's way. It could be an Infantry unit, a cliff, a tree, etc. In this mission, the MCV starts in a clear area and will deploy as long as you don't move it and as long as the an enemy unit doesn't get in the way.

Watch out now. A Nod Minigunner from the north will begin attacking your MCV. Move your Infantry northward to protect your Construction Yard. Do this by left clicking on the unit you want to move, then moving the cursor to the location you wish the unit to move to and left clicking again. For instance, if you want a unit to move to the north of the MCV, left click on the unit, then left click on the terrain to the north of the MCV and the unit will move there. If there is something in his way, he will try to get as close to the region you clicked on as possible.

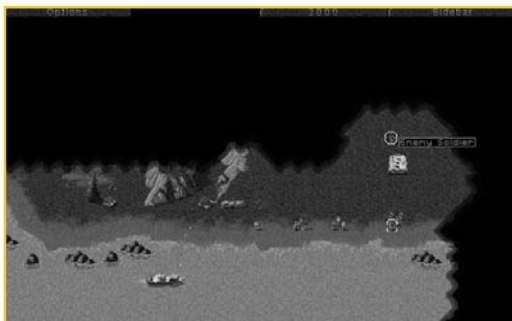
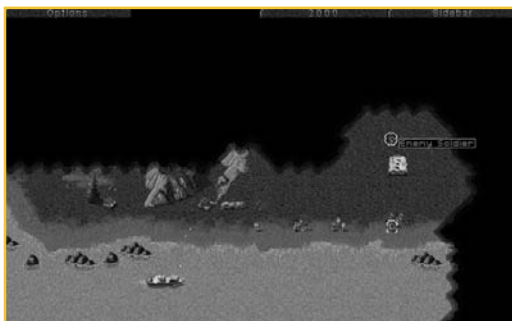




Move the unit to the north (above your Construction Yard) to protect it. To directly attack an enemy unit, left click on one of your units, then left click on the enemy unit you want to attack. Your unit will move to get in range of the target you selected and then attack. (Infantry troops will attack automatically either if they are being fired on directly, or if the target is within their own attack range. Infantry will not fire automatically if the enemy unit firing on them is out of the Infantry's range.)

Now try moving a group of Infantry at once. To select a group of units, left click and hold the mouse button near the group that you want selected. While holding the mouse button, move the mouse cursor across the group you want selected. You will notice that a box is being created as you move the mouse cursor. Expand the box to include all the units you want in the group. Now let go of the mouse button. All of the units in the box are now selected and will move as a group.

Left click on the enemy unit you want to attack. Your troops will move towards the targeted enemy and engage them. (Tip: Try to have several infantry gang up on particular targets.)





SOPHISTICATED SCOUTING

If you want to direct a unit to look for anything coming at it and engage it automatically, you can put it into “Guard” mode. (See Advanced Play, Page 30)

BUILDING YOUR BASE

When the MCV is deployed, a sidebar appears on the right side of your screen. Your construction options appear here. The only building you can build right now is the Power Plant. Left click on the Power Plant icon in the sidebar. The Power Plant will begin building and the cost of the Power Plant will be deducted from your credits total at the top of the screen. When it's done, a “Ready” message will appear.

Now place the building. Do this by left clicking on the Power Plant icon which will give you a placement grid. Throughout the game, the grid must be all white in order to place a building. To get the all-white grid, you must meet two conditions. First, you can't place the grid on top of existing units or terrain obstacles (cliffs, trees, mountains, etc.). Second, you have to place the new building adjacent to one of your existing structures.



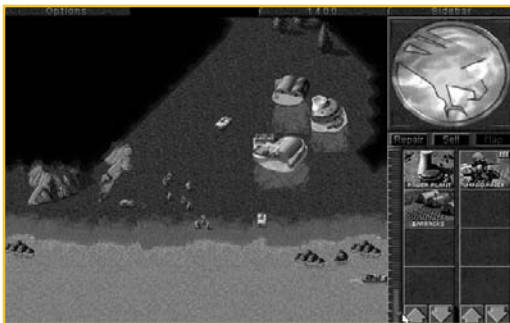
MEASURING POWER EFFICIENCY

Power is essential for your base to operate efficiently.

Look at the sidebar section of your screen. The thin vertical area next to the construction icons is your power bar.

The blue dividing bar shows you how much power your base is currently using, and the vertical bar shows your available power.

As long as the bar is in the green, your base has enough power to operate everything at maximum efficiency. If the bar drops into the yellow or red, your base is under-powered. As described earlier in the manual, when the base is under-powered, construction will take much longer than usual, and many of the high-tech structures will shut down.



BUILDING OTHER STRUCTURES

With your Power Plant in place, you will now notice a Barracks icon has appeared in the sidebar.

Build the Barracks the same way you built the Power Plant. Once the Barracks is placed, you will be able to build Minigun Infantry. This will help you supplement your troops.



KEEP YOUR EYES OPEN

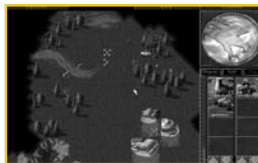
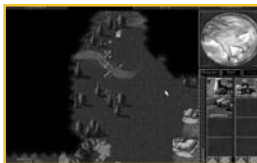
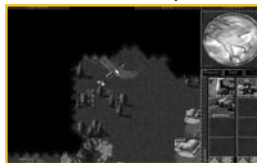
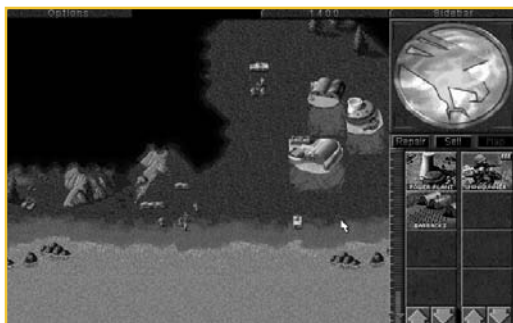
While you were building up your base, you were probably attacked a few times by Nod troops. They attack quickly, so fight them off with the reinforcements you will receive periodically. Most of the attacks will come from the north and the west, so place troops on these sides of your base.

Once you have eliminated all of the immediate threats, hunt down all the remaining Nod troops. Create a sizable force of at least eight-to-ten Minigun Infantry. Move the group westward into the forest above the cliffs and eliminate the Nod troops there.

Now, move your troops directly north of the forest, where you will encounter a couple more Nod troops on patrol.

Once you have defeated them, head to the east and slightly south where the last Nod group is stationed.

When you have destroyed these, your mission should be complete. If the mission does not end, it means that there are a few more Nod units hiding or structures like the Turret that haven't been eliminated. Explore the map and make sure to destroy all the Nod units and structures on the map.



KEEPING SCORE

Whether you're playing Nod or GDI, at the end of each mission, the score screen will appear. This will rate your performance based on several factors: how long you took for the mission, how much money you ended with, compared to what you started with, and the number of units and structures that you lost, compared to the number that you built. Also listed is the high score table. The high score table will keep track of the seven highest scores on any given mission. This is useful if you and your friends are competing for high scores. When you finish entering your name, the screen will clear.

CONTINUING THE WAR

After a mission is done, you will get a map selection screen where you will choose your next mission. Sometimes, you only have one choice for the mission, but other times there will be multiple arrows shown.

This means that there is more than one mission available for you to play in that area. To select the mission that you want to play, left click on the head of any one of the arrows. Whichever one that you clicked on will then be the mission that you will play.



Mission Two

Here you join a battle already in progress. Nod troops have taken your base and will destroy your Power Plant. Stay cool. You can't prevent this.

Here's what you should do.

First, eliminate all the Nod troops that are in your base. To do this, select a group of your troops like you did in mission one and left click on the enemy units in your base. Then quickly begin to repair your Barracks.

You do this by left clicking on the "Repair" button in the side bar. It's just above the construction icons. When you do this, your cursor will be in "repair mode" and it will turn into a wrench. Now left click on the Barracks. A wrench will flash over the structure, signaling that repairs are under way. Buildings will continue to repair until they are fully repaired or until you run out of money. If you want to stop the repair process on a structure before the structure is fully repaired, be sure that your cursor is in repair mode and left click on the structure you want to stop repairing. When you are done making repairs, right click, or left click the Repair button in the Sidebar again to exit the repair mode.

While this is going on, you'll receive engineers. Place them someplace safe, like the south east corner of the map, for the time being.

Shortly after the engineers have arrived, you'll get an MCV. Deploy it off the beach near your Barracks.



Now you can build a Power Plant and more Infantry. (You can build Infantry without power, but it will take more time.)

With the Construction Yard up and running, build a second Barracks. This allows you to build Infantry faster than with just one Barracks.



MOVING OUT

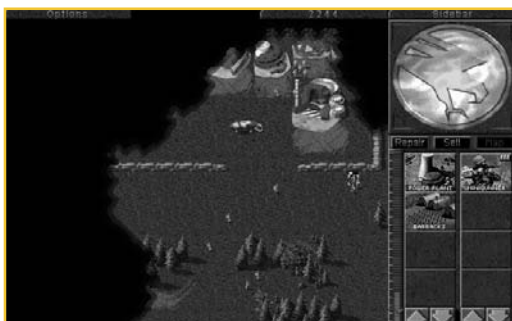
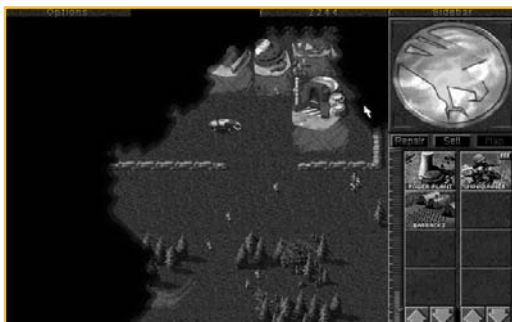
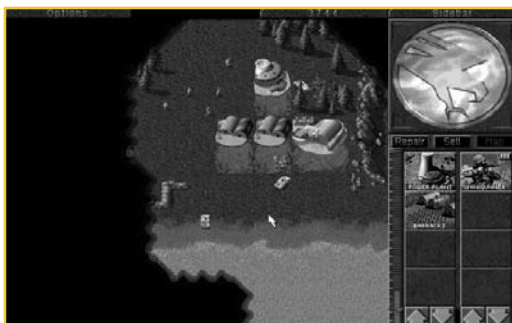
The enemy base you must destroy is directly to the north of your base. All the Nod attacks will come from both north and west. Position Infantry guards accordingly. Build a fair-sized group of Infantry and begin moving them north.

Destroy all patrolling Nod troops that you encounter on your way. If you lose too many of your Infantry, build more. When you reach the Nod base, eliminate the Nod troops guarding the Tiberium Refinery.

Do NOT shoot at the Nod Harvester. Doing that will bring the Nod troops running.

Once you have the Refinery isolated, bring up your engineers. When the Nod Harvester enters the Refinery to unload, capture the Refinery. To do this, left click on an engineer and then left click on the Refinery.

Now the Refinery and the Harvester are yours and any money they acquire. You can use Engineers to capture almost all of the enemy structures. (Structures like Obelisks, Turrets, Guard Towers, and Advanced Guard Towers can not be captured.)





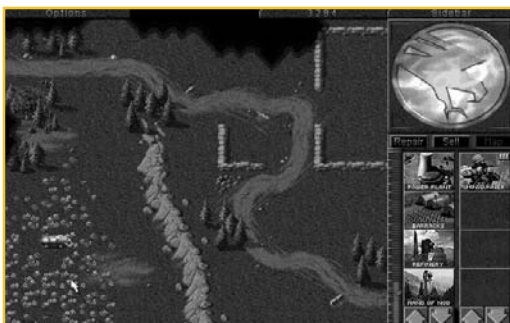
GOING AFTER TIBERIUM

Now that you own a Refinery, you can harvest Tiberium. Explore the area until you find some Tiberium (the green crystals that are growing out of the ground). There should be some along the west edge of the map.

If you captured the Refinery with the Harvester in it, you will own the Harvester as well. This unit is used to collect the Tiberium. The Harvester has no weapon, and aside from heavy armor, it isn't suited to be put in combat situations.

If you have discovered any Tiberium, the Harvester will automatically move towards it and begin to harvest it. This is an automatic process that you shouldn't worry about. If you haven't located any, you will have to send the Harvester out.

If you don't see any Tiberium, select some of your other units and scout around until you do find Tiberium. Once you have, select just the Harvester, and target the Tiberium. Left click, and the Harvester will begin to gather the crystals. See the manual for more information on the Harvester and how to control it in certain instances.



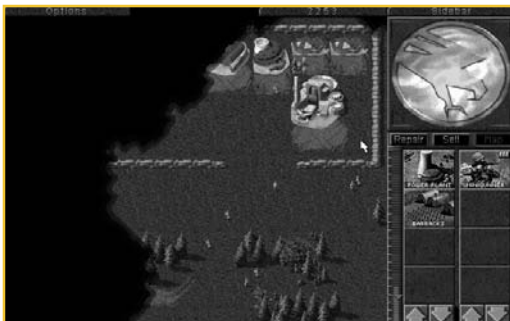
STORING THE TIBERIUM

The Refinery can hold up to 1000 credits worth of Tiberium. Once you collect beyond that number you will have to Silos to hold the excess amount. Silos can hold 1500 credits of Tiberium. Since you can't build one right now, you may want to capture one like you captured the Refinery. If you don't have a Silo, and run out of storage space, any credits that you didn't have space for are LOST, so make sure you always have some space available.

TAKING OVER THE BASE

Now it's time to build an Infantry Barracks in the enemy's base. Follow the steps you've already learned to do this. Be sure that you place your new Barracks next to the Refinery that you captured.

When you're done, make the new Barracks the "Primary" structure. To do this, select Barracks by left clicking on it, and a "Primary" label will appear beneath the Barracks. All infantry you build in this mission will now emerge from this building.



Make sure you destroy all Nod troops around and in your newly-acquired base. From here, it's just a clean up job. You can choose to either destroy or capture the remaining buildings. Be sure all Nod units are destroyed and all Nod structures are either destroyed or cap-



tured. Once this is done, the mission will be accomplished.

The rest of the game is up to you. If you have further troubles in the missions, you can log onto the Westwood Chat server that comes with *Command & Conquer Macintosh*. There is a Command & Conquer chat room that is filled with people who have played *Command & Conquer* that can give hints as to the way they solved the missions. Just ask them, everyone loves to tell war stories.

Good luck!





Nod Tutorial

MISSION ONE

This is a non-production mission.

You can't build any more troops or structures than what you started with, so don't squander them in needless confrontation.

As the mission starts, you will see the forces you have to work with: an assembly of Nod soldiers and two Nod Buggies.

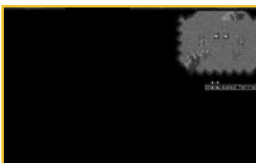
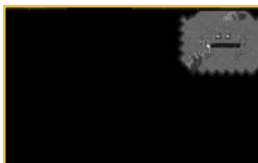
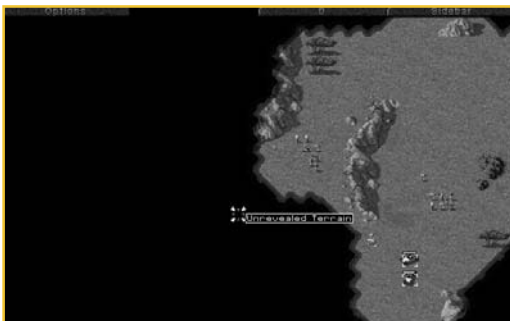
SCOUTING THE TERRITORY

You will see the immediate terrain around them but won't see any more of the play area. This dark area is called the "Unrevealed Terrain". As you move your units around the battlefield, they reveal the terrain and the Unrevealed Terrain disappears.

Every unit reveals terrain as it moves, but not every unit can "see" the same distance. For instance, Minigunners cannot see as far as Buggies, so use the Buggies to scout with.

Take several of the Nod soldiers (or a Buggy) and scout the general area around you.

Do this by left clicking on the unit you want to move, then moving the cursor to the location you want the unit to go to and left clicking again. For instance, if you want a unit to move into the Unrevealed Terrain, left click on the unit, then left click on the Unrevealed Terrain, and the unit will move there.



If there is something in the unit's way, he will try to get as close to the destination as possible. Don't click too far into the Unrevealed Terrain. Anything could be hiding under it.



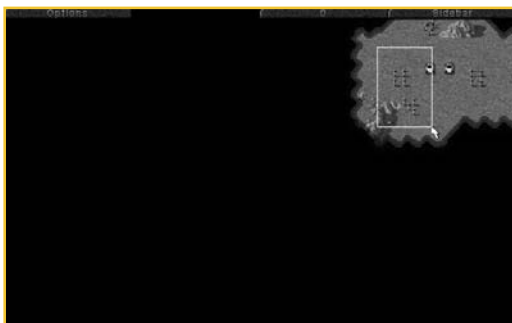
MOVING OUT

At the beginning, you're in a gorge that heads roughly south from where you have started. Eight more Nod Minigunners will come onto the board, ready for you to use. As you move these men, GDI units will attack from the West. They are your first confrontation.

Select several of your Minigunners, and target them on the enemy soldiers. To select a group of units, left click and hold the mouse button near the group that you want selected. Now, while holding the mouse button, move the mouse cursor across the group you want selected. You will notice that a box is being created as you move the mouse cursor. Expand the box to include all the units you want in the group. Now let go of the mouse button. All of the units in the box are now selected and will move as a group.

Left click on the enemy unit you want to attack. Your troops will move towards the targeted enemy and engage them. (Tip: Try to have several Minigunners gang up on particular targets.)

Minigunner troops will attack automatically if they are being fired on directly, or if the target is within their own attack range. Minigunners will not fire automatically if the enemy unit firing on them is out of the Minigunners' range.



SOPHISTICATED SCOUTING

If you want to direct a unit to look for anything coming at it and engage it automatically, you can put it into "Guard" mode. (See Advanced Play, Page 30)

Now that you've dealt with the immediate threat, move your troops down the screen, making sure to explore the area as you proceed, so no GDI forces can sneak up on you. When you meet resistance from GDI troops, use overwhelming numbers to kill them quickly, so you don't lose your forces.

When you arrive at the bottom of the map, proceed to the west, using the same tactics as before.





INTO THE VILLAGE

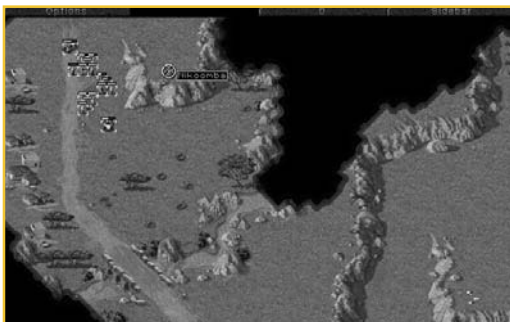
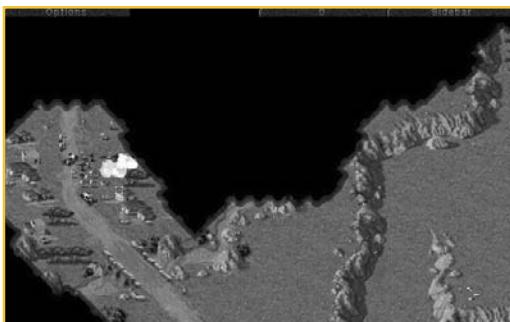
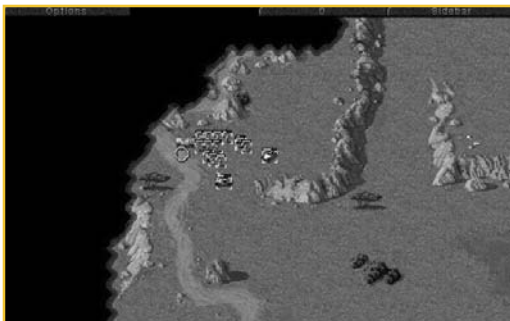
More GDI soldiers will engage you, but keep your force together and you will defeat them quickly. As you get a little further, you'll see a road. Follow it to the north and it will take you right into the town where Nikoomba is hiding.

When you reach the bridge, you know that you are heading in the right direction. GDI will attempt to stop you from crossing the bridge, but your forces should be able to take the Humm Vee out with no sweat. Just select a group of Minigunners and target the Humm Vee. They'll do the rest.

When the way is clear, move into the town. You can destroy the village, but it is not required to win the mission. Civilians may try to attack you for destroying their town, but they are no match for your superior forces.

When you reach the end of the road, you'll be at the top of the map.

Head to the east (right) and you will move onto a small plateau that overlooks the village. Here, you will find Nikoomba. He is easily recognizable by his white shirt. Finish him off, and your mission is complete.



KEEPING SCORE

Whether you're playing Nod or GDI, at the end of each mission, the score screen will appear. This will rate your performance based on several factors: how long you took for the mission, how much money you ended with, compared to what you started with, and the number of units and structures that you lost, compared to the number that you built. Also listed is the high score table. The high score table will keep track of the seven highest scores on any given mission. This is useful if you and your friends are competing for high scores. When you finish entering your name, the screen will clear.



CONTINUING THE WAR

After a mission is done, you will get a map selection screen where you will choose your next mission. Sometimes, you only have one choice for the mission, but other times (like now) there will multiple arrows shown.

This means that there is more than one mission available for you to play in that area. To select the mission that you want to play, left click on the head of any one of the arrows. Whichever one that you clicked on will then be the mission that you will play.

For the sake of this Tutorial, click on the TOP arrow.

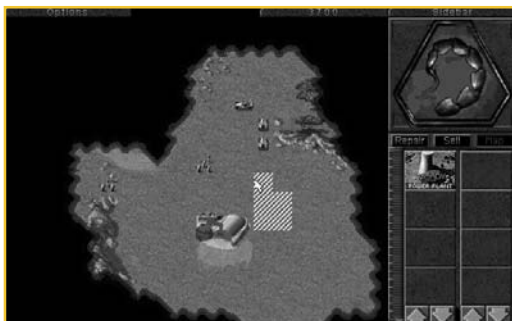
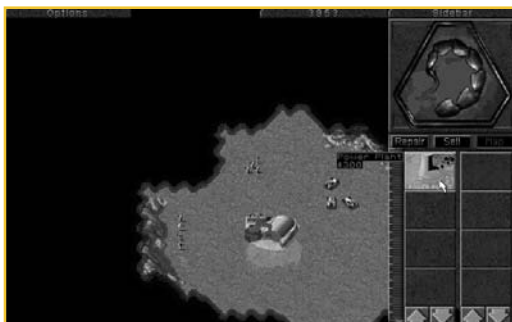
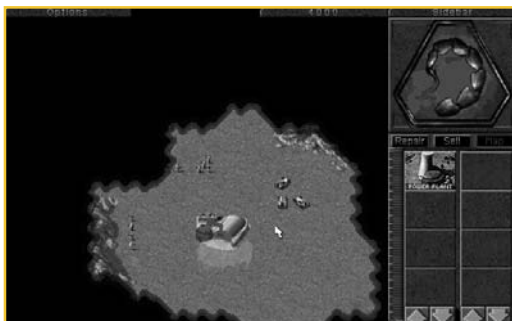
Mission Two

As this mission opens, you will see some familiar units; Mini-gunners and some Buggies, but there is also a new unit; the MCV.

BUILDING YOUR BASE

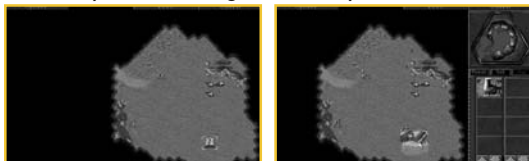
Use this MCV to construct your base. You must have a functioning base in order to build units and harvest Tiberium (your source of income).

To deploy your MCV and start your base, select it (by itself) by left clicking on it once. You can move it around just as you would any other unit. Now deploy the MCV into the Construction Yard. You do this by left double clicking on it. The first left click brings up a "Deploy" cursor and the second left click deploys the MCV into the Construction Yard. The Construction Yard is a fairly large building, so it needs to have a clear area around it in order to deploy.





If you attempt to deploy the MCV and nothing happens, check around the MCV for things that might get in its way. It could be a Minigunner unit, a cliff, a tree, etc. In this mission, the MCV is already in a clear area and will deploy as long as you don't move it and as long as an enemy unit doesn't get in the way.



MEASURING POWER EFFICIENCY

Power is essential for your base to operate efficiently.

Look at the sidebar section of your screen. The thin vertical area next to the construction icons is your power bar.

The blue dividing bar shows you how much power your base is currently using, and the vertical bar shows your available power.

As long as the bar is in the green, your base has enough power to operate everything at maximum efficiency. If the bar drops into the yellow or red, your base is under-powered. As described earlier in the manual, when the base is under-powered, construction will take much longer than usual, and many of the high-tech structures will shut down.

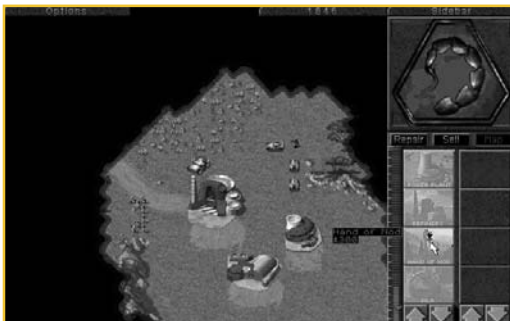
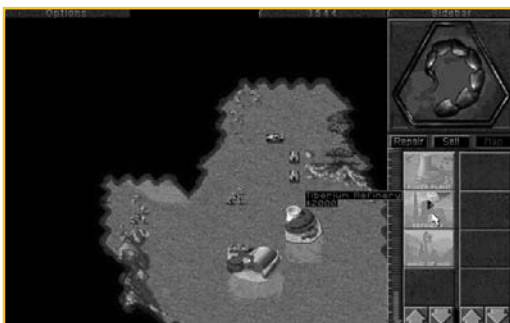
GOING AFTER TIBERIUM

When the Power Plant is deployed, construction icons for The Hand of Nod, and the Refinery will appear.

You can build either of them first, but income is always important, and since you aren't really in any immediate danger, you can afford to build your refinery first. Do the same thing that you did to build the power plant.

While the Refinery is being built, move some of your soldiers up the map a bit. Explore the area until you find some Tiberium (the green crystals that are growing out of the ground).

Place your refinery as close as you can to the Tiberium. You will notice that when you place the Refinery, a Harvester appears with it. As explained in the manual, the Harvester is used to col-





lect Tiberium. It has no weapon, and aside from heavy armor, it isn't suited to be put in combat situations.

If you have discovered any Tiberium, the Harvester will automatically move towards it and begin to harvest it. This is an automatic process that you shouldn't worry about. If you haven't located any, you will have to send the Harvester manually once some Tiberium is discovered.

If you don't see any Tiberium, select some of your other units and scout around until you do find Tiberium. Once you have, select just the Harvester, and target the Tiberium. Left click, and the Harvester will begin to gather the crystals. See the manual for more information on the Harvester and how to control it in certain instances.

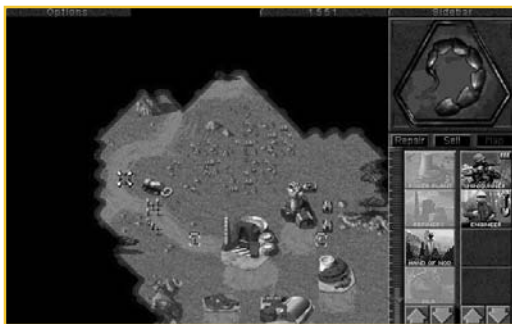
STORING THE TIBERIUM

On your construction bar, you should notice that you now have another option: a silo. Silos can hold 1500 credits of Tiberium, and since your refinery can only hold, 1000, it is a good idea to build one to hold excess credits. If you don't build a Silo, and run out of storage space, any credits that you didn't have space for are LOST, so make sure you always have some space available.

BUILDING MORE TROOPS

Now that you have some money coming in, you can build a Hand of Nod (the barracks for Nod's forces). This structure will allow you to train all of your Minigunner-type units. Build this structure in the same way that you built the others.

Place this one closer toward the part of the map that you don't know much about. This way, Minigunners will be closer to the front lines, so they can respond to threats quickly.



At this point in the game, you can only build two types of units: Minigunners and engineers. Minigunners are your standard troops and will be used for much of the game to take out tanks or guard your base.

Engineers are special units that are only used to capture enemy structures. These come in to use a bit later in this mission, so for now, just build some Minigunners.

From here, you can choose what you want to build. The more Refineries that you build, the faster your money will come in. When more than one barracks is built, Minigunners can be created faster. Usually, it is a good idea to have two refineries going at once, so you may want to build another one.



WIPING OUT GDI

Now that you have established your base, it is time to get rid of GDI's presence in the area. You will see a road that heads to the west, then forks, heading to the north and further to the west. You can follow either path to reach the GDI base, but for the sake of the tutorial, choose the western one.

Move your troops further to the west, and reveal more of the map. You will probably encounter some GDI opposition, but be sure to have an overwhelming number of Minigunners in your group, and you should be able to kill them with minimal losses. Remember, you can still build Minigunners from the side bar while you are exploring with your soldiers. This way, you will be able to send more into the fray if needed.



When you reach the far west side of the map, you will see a small ridge to the north. Head to the north, and you've found the GDI base.

You will probably meet opposition from a Humm Vee and several GDI Minigunners. If your forces are wiped out, build 10 to 15 Minigunners and send them all at once. You should be able to see the GDI barracks, where their Minigunners are created, as well as some silos, a refinery, and a construction yard.

You can destroy all the structures in the GDI base in the same way you do Minigunners, simply by targeting them. However, you can capture their structures instead, which would be much more advantageous.

USING ENGINEERS

Build a couple of engineers and send them over to the GDI base behind your other forces. Engineers have no weapons, and are quite slow, so make sure that there's nothing threatening them while you move them to the GDI base.

When you select an engineer and target an enemy building, you get a set of three green arrows. This indicates that you can enter the building with that unit. In this case, the engineer captures the building if he gets to it.





So target the GDI barracks with your engineer and let him try to capture it. If he's successful and enters the structure, you will receive a message from EVA informing you of your success. Since this is now a part of your base, it draws power just like any other structure of yours would. In addition, capturing an enemy structure gives you all its functionality, sometimes allowing you to construct some of their units that you normally cannot build.

CLEANING UP

From here on, you can mop up the GDI base as you see fit. If you captured the GDI barracks, you can select it as your primary site by left double clicking on it. By doing this, your soldiers will come out of here instead of your other barracks at your base. Capture or destroy the rest of the GDI structures, and your victory is assured.



One note: If you capture a Refinery while the enemy Harvester is in it, you get the Harvester and the Refinery, which is infinitely better than just getting the Refinery. If you capture a Silo, you get all the money that was in the Silo at the time, so these can be a worthy investment for a 500 credit engineer to target.

Mission 3 and Beyond

From here on in, you are on your own. Study the section in the manual on advanced controls and learn how to use groups and teams effectively; this is a very important part of *Command & Conquer*. The manual also contains a lot of information on the different units for each side. Be sure to understand the capabilities of all the units at your disposal. Good luck, commander!



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SPECIAL THANKS TO: Sean Brennan for the spaceship, Matt Spall and his graviton top, Louie "the madman" Beatty, Laurie Anderson for *The Bright Red*, those great folks at Autodesk, Monty and Sonic Foundry, everyone else at Westwood Studios, and all of you future generals and dictators who waited so patiently while we finished this game!



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